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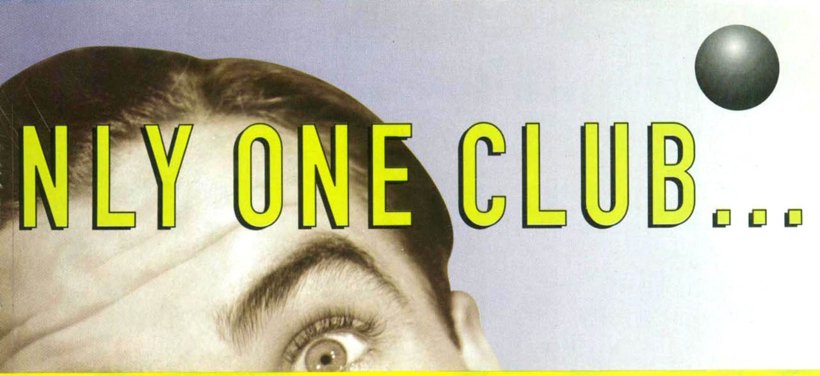

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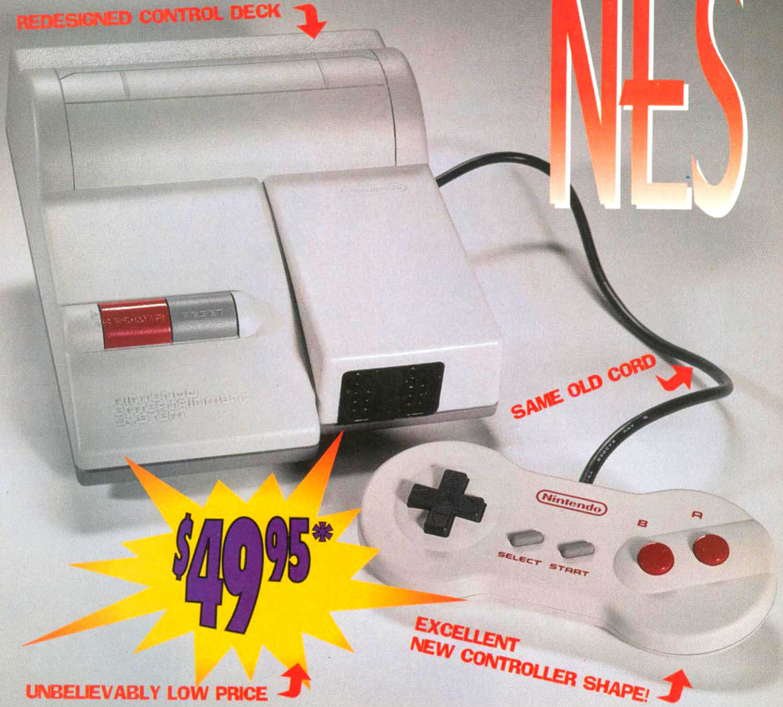
MOST THINGS CHANGE...

The Nintendo Entertainment System has evolved, but the huge library of over 700 NES games that exists plays exactly the same way! The design of the new NES is totally cool, especially the new Controller. It's soooooo much more comfortable than the old rectangular Controller. And speaking of comfort, at $49.95*, the new NES is extremely comfortable to afford!

THE NEW NES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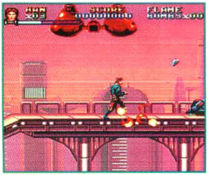

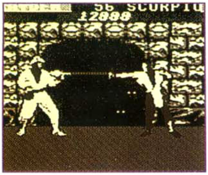

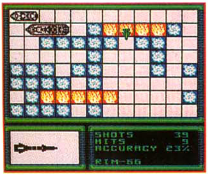

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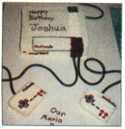
Four years ago, I began playing NES video games with my son, Derek. By working on games (Zelda, Dragon Warrior, etc.) together, helping each other, the lines of communication began to open between us. Now I find that we are not just father and son, we are friends as well. As a result of this, however, I now find myself totally hooked on Nintendo. It wasn't long before I had my own NES, then Game Boy, and finally Super NES.

Enclosed is a photo of myself on my 41st birthday. My wife made the Mario shirt, and my cousin made the Mario cake, which I could not bring myself to cut!

Phillip J. Vanover
Mesa, AZ

HAPPY 41st PHIL

MORE BAKERY ACTION!



Here's another cake from Mesa, Arizona! Joshua Blalack's seventh birthday was celebrated in style with this terrific NES cake that his mother, Regina, made for him. Thanks go out to Chelsie Blalack for sending in the photo.

STREET FIGHTER II

Jose Benavides, from Lufkin, Texas, got a Street Fighter II cake for his most recent birthday.

I would like to introduce myself to you as a great Nintendo player and fan! I am 12 years old and have been playing Nintendo for almost five years now. I continue to get excited with each new game that I have a chance to try out. The games that I really enjoy, I usually have to save for a while to buy.

My family collects rocks, minerals and fossils as the main hobby of our lives. I earned the money to buy my first Nintendo system by collecting dinosaur gastroliths in Wyoming and selling them to others who were also interested in fossils and rocks. I later sold my NES to add to my savings to buy my Super NES. I now play on that. I would some day like to buy a Game Boy along with a series of games to play while we take our extended drives to other states on our rock-collecting trips.

Josh Dalbacka
Eden Prairie, MN

Dinosaur gastroliths!? We probably shouldn't get into a lengthy discussion about what they actually ***are****, but we think it's pretty cool that you used dinosaur-related material to buy your games! Most people go for a paper route or mowing lawns and so forth..., but* ***dinosaurs****—WOW! Is there anyone else out there who has used prehistoric material in order to purchase their Nintendo games?*

From a production standpoint, the January 1994 issue is coming up fast. As with Volume 44, we want to make the Jan. '94 issue a "Bonus Issue." We're looking to you for help! Give us some hints for articles, freebies, etc.

NINTENDO POWER
PLAYER'S PULSE
P.O. BOX 97033
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Why won't subscribers be receiving the Mario Paint Player's Guide for free? Getting the Top Secret Passwords Player's Guide was great!

Steve Brown
Paramus, NJ

Well, Steve, the Passwords Player's Guide was created as a great kick-off for the Super Power Club. We're glad you liked it. However, it's very costly to produce and mail a Player's Guide, especially for the large number of subscribers that we have. Also a consideration was that the number of subscribers who own Mario Paint isn't enough to justify sending a guide to every single subscriber. We were confident that everyone could get some use out of the Password guide, though. We're quite proud of the work that went into putting the Mario Paint guide together. It's a great value and it will surely help Mario Painters to see just what can be done with this entertaining program.

POWER CHALLENGE TRADING CARD UPDATE!

Get ready for the second set of Power Challenge Trading Cards! We're discontinuing the monthly contest of collecting a winning combination of cards to win a free Game Pak, **but** we have more great offers coming up! Beginning with Trading Card #73 the second set offers all-new challenges for your favorite games. To give everyone the chance to collect full sets of cards, we will still be issuing cards from the first set. **Look for another exciting program next month where you can score more cool goods from Nintendo Power!**

OFFICIAL
STAR FOX
COMPETITION
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EVENT WINNER

The reaction that Trevor Petersma, the lucky winner of the Super Star Fox Weekend Competition, had when he was informed that he had won the Grand Prize was one of disbelief. "When Nintendo called to tell me I won, I didn't think it was for real," said Trevor. "I thought someone was playing a joke." To go along with the largest initial worldwide shipment of any single video game—1.7 million cartridges, the Super Star Fox Weekend Competition was held at more than 1500 retail locations from Alaska to Florida and everywhere in between. As the Grand Prize winner, Trevor had the choice of taking his family on an all-expense paid trip from their home in Garland, Texas, to one of four fantastic international locations or bagging a $15,000 cash prize. Prudently, he opted to claim the cash prize. The winner of the competition from each retail location was entered into the random Grand Prize Drawing. Trevor was lucky enough to be drawn as the winner. Congratulations!

EDITOR'S CORNER

Almost every month, we have a battle trying to decide which one of our review games is going to appear on the cover of the magazine. Not surprisingly, we are battling it out again this month. Here are the contestants: Super Empire Strikes Back, Mortal Kombat, Cool Spot, and Plok. Alone, any of these games would easily qualify as cover material, but when we throw them all together in a single issue, things get tricky and it's not so easy to decide. What the decision ultimately comes down to is the evaluation score that the game receives and what game we feel will appeal to the greatest amount of readers. Super Empire Strikes Back gets the nod this month.

Gail Tilden
Editor in Chief

(The fact that JVC bought me an X-Wing had nothing to do with our cover decision.)

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SUPER STAR WARS THE EMPIRE STRIKES BACK

The destruction of the Death Star was only the beginning. Now Luke, Han Solo and Chewie must battle the dark side once more. JVC and LucasArts have added stunning new effects and even more varied stages than last year's hit Super Star Wars. For innovation and challenge, Super Empire Strikes Back can't be beat.

ITEMS

HEARTS

Recover some or all of your energy by taking small or large Hearts.

SHIELD

This item gives you temporary invincibility.

HEALTH SWORD

Increase your total amount of energy with this item.

BLASTER POWER-UP

Your Blaster can be Powered-Up five levels.

FORCE

Increase the Force Meter so Luke can use more Force Powers.

THERMAL DETONATORS

You have only a limited time to take and activate these bombs.

POINT BONUS

Double or quadruple your score by picking up Darth Vader's helmet.

1-UP

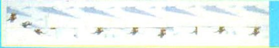
Add extra lives for your hero. They're usually difficult to find.

GRENADES

When grenades appear, pick them up and throw them at the enemy.

Stage 2

Luke's journey across the ice planet's surface is made a bit easier with the Tauntaun. Countless HothHogs and snowbirds attack you, but the real danger comes from falling into deep crevasses. Once you land in an ice pit, you'll never escape!



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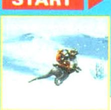

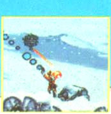

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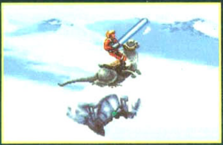
HOTH

Imperial droids have discovered the rebel base on Hoth, and Luke must race back to the base to warn his compatriots. Standing in his way is an assortment of Hoth's native creatures and natural obstacles including ice caverns and canyons. The giant ice beast at the end of this level can freeze you with one puff of its breath.

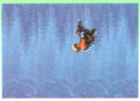
Stage 1

In the first stage of Link's journey, he must race up an icy mountain slope to reach his trusty Tauntaun at the top. Although an army of enemies attacks constantly, you'll pick up Hearts with every step, making this stage very easy. It's the last break you'll get.



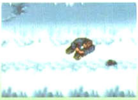
JEDI GYMNASTICS

Luke's natural Jedi abilities are apparent even before he reaches Dagobah. On Hoth, the Spinning Attack is one of his best weapons.



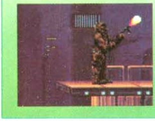
DOUBLE JUMP

Luke and Han Solo can get extra height by making a second jump at the top of the first jump by pushing the A Button. You'll get almost twice the height.



SLIDING

Push Down and in the direction you want to slide along with the Jump Button. This is a great move for getting past lasers and other weapons mounted in the ceiling.



BLASTERS

The rebels' main weapons are Blasters. Pick up Blaster Power-Ups along the way to increase your eight-directional shooting power. There are five levels of Power-Ups.

BRIDGE OF ICE

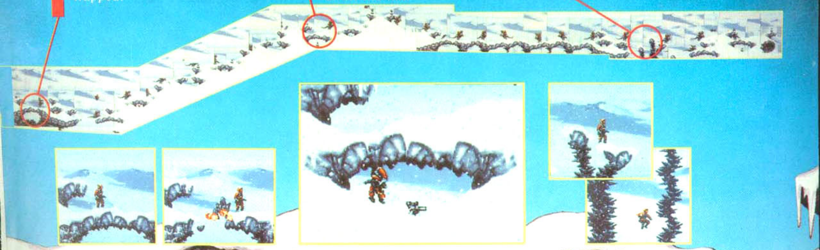
This span crumbles under your weight. Although you can jump onto it, you should immediately jump to the far side. If you jump backwards, you may become trapped!

FROZEN TREASURE

Seemingly locked up in the ice and rocks are Hearts and items. Luke can reach them by dismounting and jumping down or entering the hidden entrance lower on the hill.

THE CREVASSE

One misstep will send Luke and his Tauntaun tumbling onto spikes of ice. There is no escape. Beware of foes who may push you to the brink and beyond.

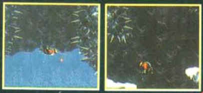


Stage 3

Inside the ice caverns, Luke meets a new host of enemies like the Ice-Wampas with their freezing breath, ice spores that shoot into the air and flocks of cavebats. Wind tunnels lead to Power-Ups, while frigid pools lead to almost certain defeat. Expect a greater degree of challenge in this lower world. Wield the Lightsaber and jump continuously to make use of the Spinning Attack.

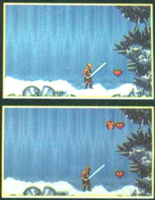
BLOWIN' AWAY

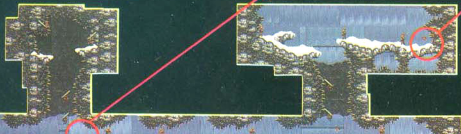
The Wind Tunnel rises high above Luke. Jump continuously and the wind will pluck you up, sending you aloft like a feather. At the top of the tunnel, hit everywhere to find hidden Power-Ups.

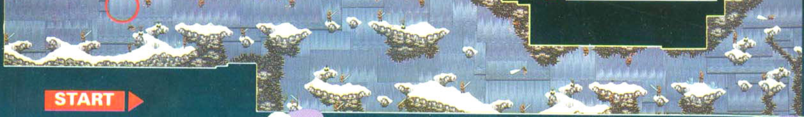


TAKE HEART

At the top of the first Wind Tunnel, you'll slash the air on the left side to find four large Hearts. At the top of the second Wind Tunnel, search for a large Heart to the left and a 1-Up to the right beyond two Wampas.



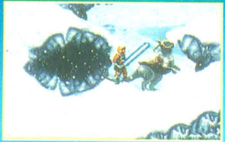




START

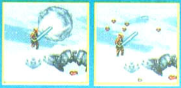
Stage 4

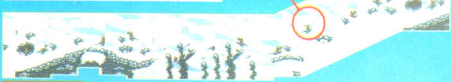
Luke is reunited with his trusty Tauntaun. HothHogs and other enemies will charge at you over the icy knolls, but the biggest danger comes from the eagle-like Dagles that will knock you into the canyon of frozen spikes from which there is no return. Precision jumping is required. Also, use the Spinning Attack to leap from one narrow precipice to the next.



HOTHBALLS

If you hack open this giant rolling snowball with your Lightsaber, you'll find a nest of small Hearts with which to replenish your Health Meter. The Spinning Attack is your best method for getting at the Hearts. Make sure to extend your Health Meter with the Health Sword at every chance.

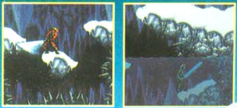




START

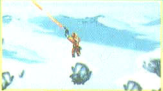
Stage 5

Under the ice once again, Luke has a longer journey ahead of him in this area. Expect the same legions of Hoth creatures to attack you. The Spinning Attack remains your best move throughout.



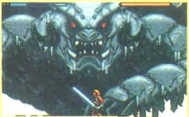
Stage 6

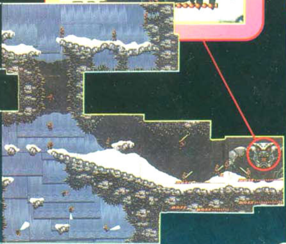
These tiny platforms hanging in space don't offer much safety, especially since the denizens of Hoth are so eager to push you off. Keep jumping and spinning until you reach solid ground!



SNOWBEAST

The giant Wampa Beast's breath freezes Luke for several seconds. Use the Spinning Attack. The claws attack first on the right, then on the left. Attack on the opposite side!





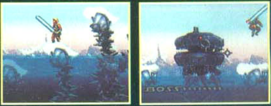
LUKE SKYWALKER

Luke is no longer a wide-eyed farm boy. His Jedi powers have begun to awaken. From the start, he uses his Lightsaber and Blaster. Later, he'll pick up Force Powers. He also utilizes slides and double jumps.

Luke's best attacking technique is to jump and spin while using the Lightsaber. Use this Spinning Attack in areas crowded by enemies.

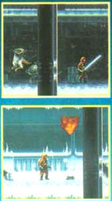
Stage 7

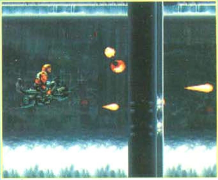
Crossing the frigid lake, Luke must hop from one iceberg to the next, but the icebergs sink if you stand on them too long and the water causes damage. The Probe Boss at the end hovers over three small icebergs. Luke must jump between the 'bergs', not allowing them to sink into the frigid water.



Stage 8

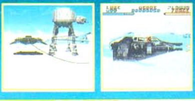
As Luke returns on his trusty Tauntaun, the rebel base has come under attack by Imperial Troopers and a legion of mechanical war droids. All of the pilots must race to their snowspeeders, but the passages are already crawling with Imperial Probes. The spider-like droids are the worst. Unless you've powered up your Blaster, you should jump to avoid these machines. Slide under the hovering probes and watch out for those falling ceiling beams.



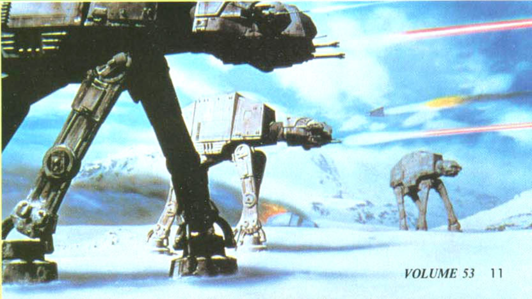


Stage 9

Now the action takes to the air in some of the coolest flight combat in any video game as you fly over 360° of 3-D terrain. Don't just fly straight ahead. Wheel back to attack an individual Walker over and over!



Once aboard his snowspeeder, Luke must shoot down Probes, Snowbikers and giant armored Walkers. Fly low and close, then release your cable to trip the Walker. In the shooter stage, keep blasting from the left.

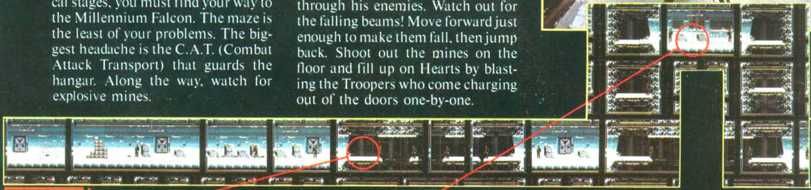


REBEL BASE

While Luke is flying desperate sorties against the walkers outside, Han Solo has his hands full of Imperial Troopers and droids inside the rebel base. Through horizontal and vertical stages, you must find your way to the Millennium Falcon. The maze is the least of your problems. The biggest headache is the C.A.T. (Combat Attack Transport) that guards the hangar. Along the way, watch for explosive mines.

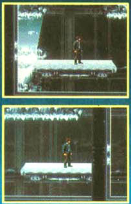
Stage 1

Han uses a Blaster to cut a path through his enemies. Watch out for the falling beams! Move forward just enough to make them fall, then jump back. Shoot out the mines on the floor and fill up on Hearts by blasting the Troopers who come charging out of the doors one-by-one.



START

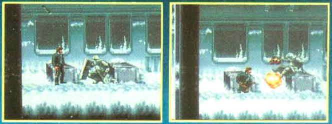
FLYING BRIDGES

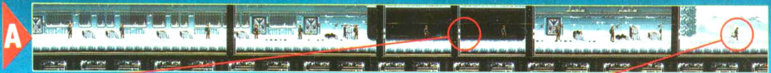


These platforms link different areas and levels of the rebel base. Some of them move horizontally while others carry you up or down. Whenever you get off the platforms, expect to meet more Shield Troopers and other foes. Although this stage isn't as difficult as some, it is very long and requires stamina. Don't pass up any Hearts.

SHIELD TROOPERS

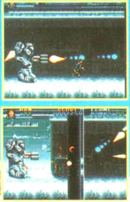
These Troopers appear out of the sliding doors and immediately take up defensive positions, kneeling on the floor with a protective shield held in front of them. Sometimes you can jump behind them and blast downward to defeat them from the rear! The best method, however, is to stockpile grenades and hurl them at the Troopers from a relatively safe distance.





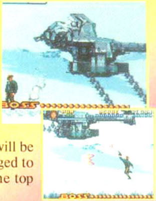
HOVER DROID

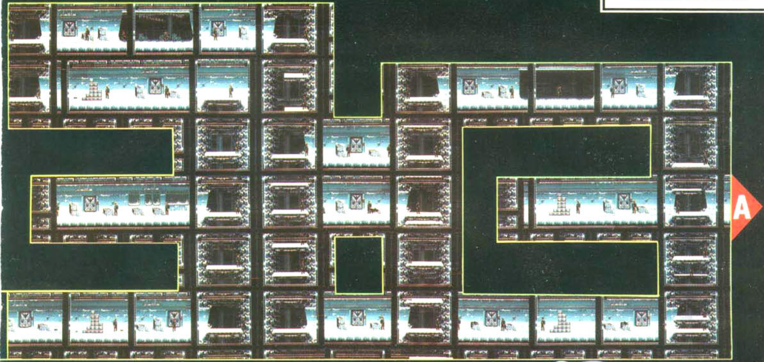
This enemy is more dangerous looking than it really is. Avoid its shots by rolling away from them, then blast it from a kneeling position. Since it's important to Power-Up your Blaster, you should attack every enemy hoping to earn Blaster Power-Ups.



C.A.T.

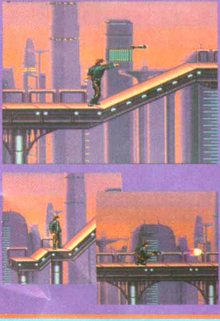
This giant Combat Attack Transport, or C.A.T. for short, hovers overhead while two arms swing around with incredible force. Han's best strategy it to blast the arms first so he's not in imminent danger of being hit. Although this boss is tough, your job will be much easier if you've managed to Power-Up your Blaster to the top level or Plasma Beam.





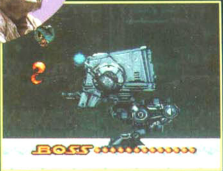
HAN SOLO

Unlike Luke, Han is no Jedi warrior. As a result, he cannot use Jedi weapons like the Lightsaber, or techniques of the Force. He can roll, which is similar to Luke's slide move, and he can throw grenades at enemies. Since the Blaster is his main weapon, it is important to grab Blaster Power-Ups early on.



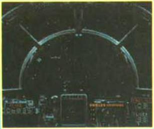
Stage 2

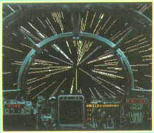
Now the rebel base swarms with enemies! Besides the Shield Troopers, you'll find spider-like droids. Keep your distance from the droids and jump to avoid their shots. If you manage to find Leia hiding along the way, you'll be able to skip the stage boss.

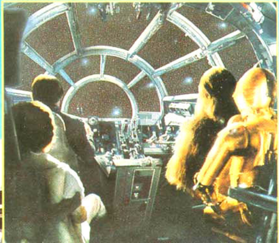


Stage 3

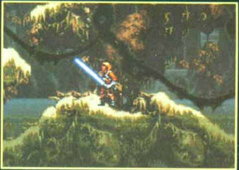
Aboard the Millennium Falcon, you'll find yourself in the middle of an asteroid field battling it out with TIE fighters. You can blast asteroids out of your path or steer around them. The Mode 7 graphic effects are impressive, but so is the speed of the action. Fly into the heart of the asteroid field to find the TIE fighters. If you wander off course, an arrow points you in the right direction. Watch your shield strength and radar.







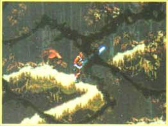
DAGOBAH

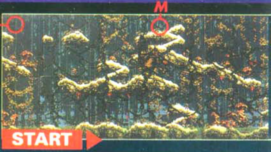


After escaping from the Imperial forces on Hoth, Luke flies to the swamp planet of Dagobah to search for Yoda, the Jedi master. In this jungle world, enemies live both in the murky waters and in the moss-draped canopy of the trees. Here, Luke will find a treasure of Jedi Force Powers and the skills to use them. He must also find lost R2-D2 and Yoda somewhere in the swamp.

Stage 1

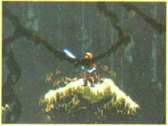
After crashing into the swamp, Luke must find R2-D2. Beware of the Helios and other critters that lurk in the swamp. Your Lightsaber Spinning Attack is still your best offense. Make sure to explore up in the trees!

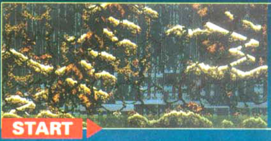




Stage 2

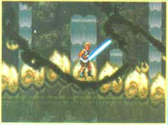
Now the search for Yoda begins. In this part of the swamp, you'll run across more fearsome creatures like the Gundarcs and Igua-Jaws. Since you can travel on many levels of the trees, this area is truly vast. Attack Gundarcs from below. If they come after you, drop down farther.

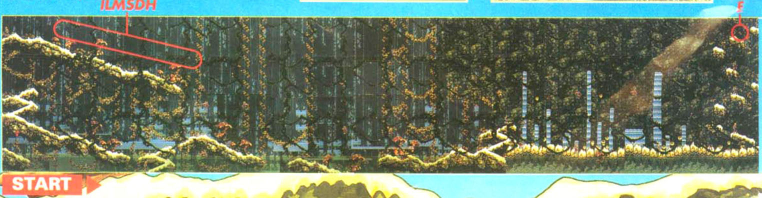




Stage 3

Now that you've found Yoda, you must practice using Luke's Jedi Powers. Many of these Force Powers can be found in the upper levels of this stage. At the end, you'll meet the Swamp Creature Habogad. Try to stay above the water level as much as possible.





POWERS OF THE FORCE

MIND CONTROL

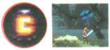
Confuse enemies before they attack so that they miss Luke.

DEFLECT

Luke can deflect enemy shots.

ELEVATION

Float upwards to reach new areas and items.



FREEZE

Use this Force to freeze your foes.

ANT-MOTION

Luke can slow down enemies and their shots.

INVISIBLE

Luke becomes invisible and invincible while the Force Power lasts.

SUPER LIGHTSABER

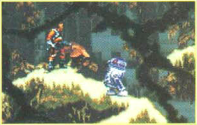
Throw and control the flight of your Lightsaber!

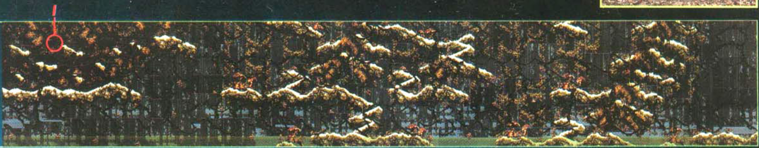
HEAL

Restore lost Health Meter power. This is a very useful Force Power.

ARTOO? ARTOO?

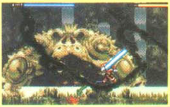
R2-D2 has wondered off on his own and it's Luke's job to find him. Stick to the trees, or look for the zigzag path up into the trees and you'll be sure to find him. He's waiting high above the swamp on a branch.

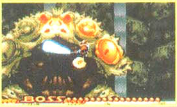


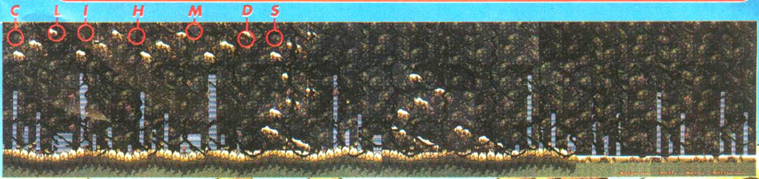


SWAMP THING

The Swamp Creature Hagobad moves half out of the swamp, spitting out poisonous centipedes. With the Lightsaber, you can use the Spinning Attack to destroy both the boss and the centipedes. Attack the two eyes first and use your Heal Force Power.





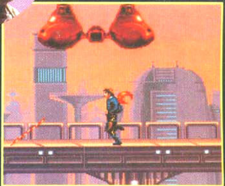


CLOUD CITY

Meanwhile, Han, Chewey and Leia in the Millennium Falcon have now arrived at the cloud city of Bespin where Han plans to get help from his old friend, Lando Calrissian. Instead, they get an unfriendly welcome from droids, automatic cannon and Imperial Troopers opening fire on Han and Chewey—the two characters you can use in different areas of the first few stages of Bespin. Later, Luke will arrive from Dagobah to combat Darth Vader.

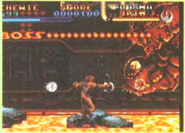
Stage 1

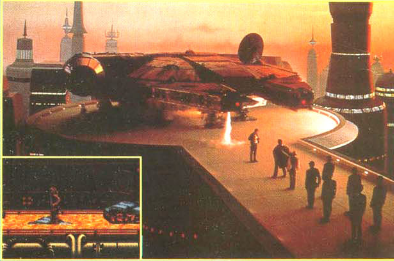
Bespin is equipped to defend itself against all invaders, making it one of the toughest areas in the game. Guns and droids target your every move, and even the platforms may sink under your weight. Since you are limited to using Han and Chewey in the early areas, you'll have to get by without Force Powers. Make sure you defeat all foes to earn Power-Ups.



Stage 2

Chewey is the hero in the Ugnaught Factory stage. These little guys are incredibly difficult to defeat in a head-on attack. The molten carbon is also very dangerous. One touch can do you in. Use Thermal Detonators and Chewey's unique Spin Move to cruise through the area.



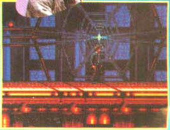


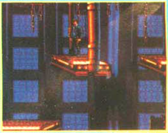
CHEWBACCA

Chewbacca is limited to the use of his Blaster and Spin move for offense. During the Spin move, Chewey is invincible, but he soon runs out of Spin Power. The Spin Power Meter regenerates over time.

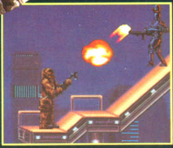
Stage 3

Now, the action returns to Han Solo in the midst of the Carbon Freezing Chamber. The dangers here come from Imperial Troopers, flame jets, lasers and mechanical pincers that try to grab Han. Use Han's Roll move to dodge many of the enemies and to get Han into position to destroy other enemies with his Blaster or grenades.





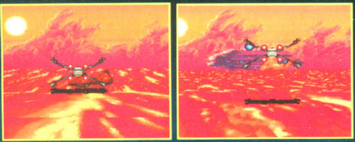
Stage 4



Chewbacca is back in the action once Han has been locked in carbon freeze and sent off to Jaba. Here on the catwalks and platforms of the city, Chewey meets bounty hunters, droids and other automatic defense systems. This stage is mainly a matter of memorizing positions of foes.

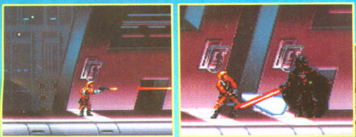
Stage 5

Luke is on his way to the rescue in his X-wing fighter, but to reach Cloud City, he must fight off an attack of bounty hunters in fighters. This 3-D behind-the-ship view lets you fly over and under the clouds. Watch out for collisions with bounty hunting ships when you pass through the cloud layer.



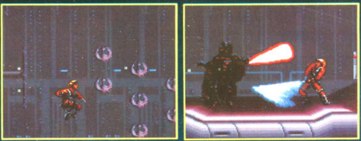
Stage 6

Luke meets Darth Vader when he arrives at Bespin. He finds himself in the Reactor Chamber, which provides power to the floating city. Now that Luke has Jedi Force Powers, the going is quite a bit easier. The Spinning Attack with the Lightsaber remains Luke's most effective strategy, especially against Shield Troopers and the Troopers who are manning the laser cannons.



Stage 7

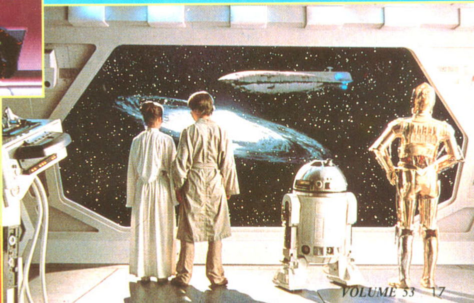
Here at the end of the game lies the greatest challenge! Luke battles his way to the ultimate test of his Jedi abilities. Use the Elevation Power as a safety net when crossing the wide gaps between platforms. The slightest hit from an enemy will send Luke over the edge, but you can't afford that with Lord Vader just ahead.



POWER OF THE JEDI

Super Empire Strikes Back plunges you into the Star Wars universe in a way that no movie-based video game has ever done. Action players and Star Wars fans can't afford to miss it!

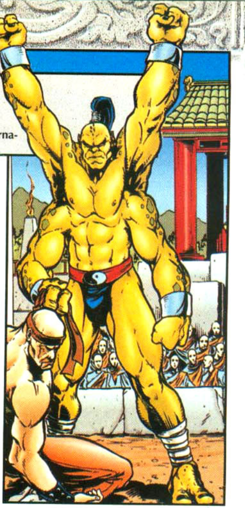
...AND REJOIN THE REBEL FLEET.



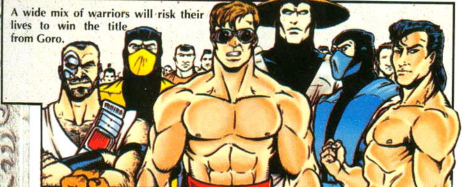
MORTAL KOMBAT™

A DANGEROUS CONFLICT

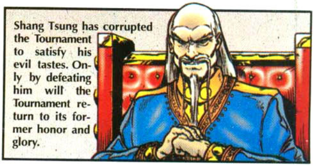
Acclaim's Competition Edition of Mortal Kombat brings awesome arcade action into your home with incredible digitized graphics, exclusive extra Finishing Moves and a special Handicap Mode. It's a street-fighting standout.



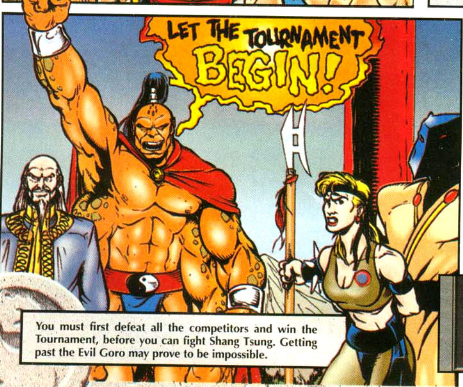
The ominous Goro has reigned as the Grand Champion for over 500 years, bringing terror to the Tournament arena.



A wide mix of warriors will risk their lives to win the title from Goro.



Shang Tsung has corrupted the Tournament to satisfy his evil tastes. Only by defeating him will the Tournament return to its former honor and glory.

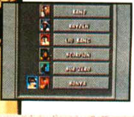


LET THE TOURNAMENT BEGIN!

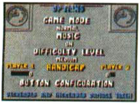
You must first defeat all the competitors and win the Tournament, before you can fight Shang Tsung. Getting past the Evil Goro may prove to be impossible.

SHANG TSUNG'S TOURNAMENT

No matter which of the fighters you use, you will eventually face all of the others in the Tournament. After defeating every fighter, you must defeat your mirror image before going on to the next round. The Endurance Round tests a fighter's skills against two consecutive fighters. If you succeed, you get the chance to face the great Goro himself!



KANO
RAYDEN
LIU KANG
SCORPION
SUB-ZERO
SONYA



OPTIONS
GAME MODE
NORMAL
MUSIC
ON
DIFFICULTY LEVEL
MEDIUM
PLAYER 1
HANDICAP
PLAYER 2
0
0
BUTTON CONFIGURATION

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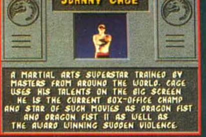
JOHNNY CAGE

Johnny Cage is in the Tournament purely for the glory. Just because this martial arts superstar has a large ego, don't underestimate him. He has made a movie career by dishing out large portions of pain with his patented Shadow Kick. Think you can beat him? Go ahead, make his day.

Age: 29 **Height:** 6'1" **Weight:** 200
Hair: Brown **Eyes:** Blue

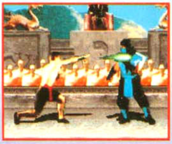


JOHNNY CAGE

A MARTIAL ARTS SUPERSTAR TRAINED BY MASTERS FROM AROUND THE WORLD. CAGE USES HIS TALENTS ON THE BIG SCREEN HE IS THE CURRENT BOX-OFFICE CHAMP AND STAR OF SUCH MOVIES AS DRAGON FIST AND DRAGON FIST II AS WELL AS THE AWARD WINNING SUDDEN VIOLENCE

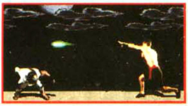
Cage's fighting is not just for show. He's got the power to back up that attitude!

FIGHTING AS CAGE

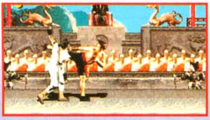


If you decide that Johnny Cage is your man, knowing your special moves really pays off. The Green Flame can keep your enemies away, but make sure that you are at the right distance to use it. If you are too close, your foe will block it; if you are too far, the flame won't reach.

AGAINST CAGE



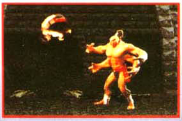
When you engage Johnny Cage in a fight, perfect timing is very important. If Cage fires his Green Flame, you can either throw up your hands and block, or you can duck under it. If you block it, you may still receive light damage. The Shadow Kick can be turned against him by landing a well-timed uppercut. You will knock him to the ground, and walk away unharmed!



The best defense against a Shadow Kick is a well-placed uppercut. Hit him before he hits you.

VS. GORO

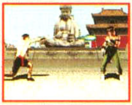
Cage's Shadow Kick can be very effective when fighting Goro. Use it to knock Goro to the ground, then kick him again as soon as he stands up.



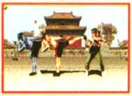
If Goro gets too close, press the Block Button, then jump to the other side.

SPECIAL MOVES

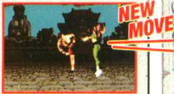
Johnny Cage has three Special Moves that he uses against his enemies. The Green Flame is a fireball that flies a short distance at chest height. His Shadow Kick knocks down any opponent, as long as it's not blocked. For some fancy footwork, press B and R for a Split Punch!



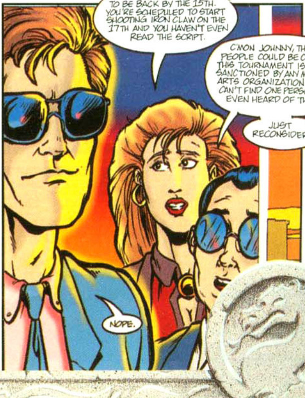
To throw the Green Flame, press Away from your opponent, Toward, then the B Button.



Knock down your foe with the Shadow Kick by pressing Away, Toward, then A.



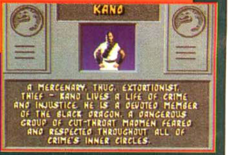
Finish your opponent by quickly tapping Toward him three times, then Y.


JOHNNY, YOU'VE GOT TO BE BACK BY THE 15TH. YOU'RE SCHEDULED TO START SHOOTING IRON CLAW ON THE 17TH AND YOU HAVEN'T EVEN READ THE SCRIPT.
C'MON JOHNNY, THESE PEOPLE COULD BE CRAZY. THIS TOURNAMENT ISN'T SANCTIONED BY ANY MARTIAL ARTS ORGANIZATION AND I CAN'T FIND ONE PERSON WHOSE EVEN HEARD OF THE THING.
JUST RECONSIDER?
NOPE.

KANO

Kano is an all around bad guy. As a member of an international crime group, he brings many dirty tricks with him to the Tournament. He is quick to pull his knife, if it will put the opponent at a disadvantage. He has entered the Tournament in an attempt to loot Shang Tsung's palace of gold.

Age: 35 Height: 6′ Weight: 205
Hair: Black Eyes: 1 Brown, 1 Infra-Red



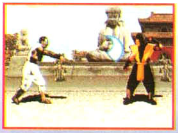
KANO

A MERCENARY, THUG, EXTORTIONIST, THIEF – KANO LIVES A LIFE OF CRIME AND INJUSTICE. HE IS A DEVOTED MEMBER OF THE BLACK DRAGON, A DANGEROUS GROUP OF CUT-THROAT MADMEN FEARED AND RESPECTED THROUGHOUT ALL OF CRIME'S INNER CIRCLES.

With a steel plate in his head, you know that Kano has got to be mean! Watch for headbutts.

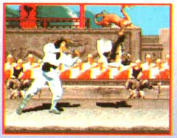
FIGHTING AS KANO

Kano's chief special weapon is the Knife Attack. It travels faster than Cage's Green Flame and is harder to avoid. You can repeatedly throw the Knife for additional damage. If your enemy get too close, press Y to push him away with a headbutt.



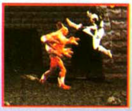
AGAINST KANO

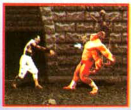
Challenging Kano can be taxing unless you know how to counter his moves. Use a high punch to stop his Roll Spin from hitting you. Ducking under his Knife will put you in a great position to hit him with an uppercut. Use crouch kicks to catch him off guard.

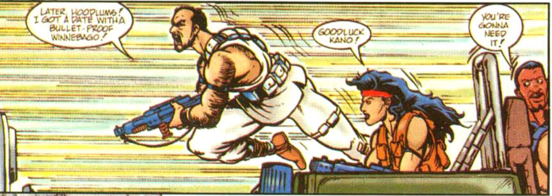


VS. GORO

Goro can't handle Kano's jump kicks. Repeatedly jump straight up and kick him on the way down. If he is at a distance, try throwing a Knife to inflict extra damage.



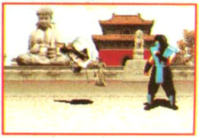




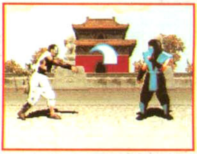
LATER, HOODLUMS! I GOT A DATE WITH A BULLET-PROOF WINNEBAGO!
GOODLUCK KANO!
YOU'RE GONNA NEED IT!

SPECIAL MOVES

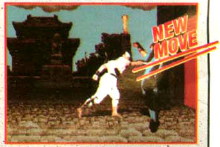
Kano's special moves can be devastating when used correctly. His Knife Attack works great against enemies at a distance, but is often blocked when they are close to you. If you throw it several times in a row, you can begin a fight with a strong advantage.



To use the Spin Roll, press Away from your enemy, then circle clockwise around the Control Pad. Holding R will make you hover.



Hold R, then press Away and Toward the opponent to throw the Knife. You can use this attack over and over for added damage.

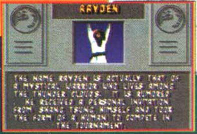


Press Away, Down, Toward, and the B Button, to total an opponent with Kano's Finishing Move. This looks really painful!

RAYDEN

In order to spice things up, Shang Tsung has invited a sky elemental to compete in the Tournament. Rayden has taken the form of a human, but still retains all his lightning powers. His combination of strength and supernatural powers has created a dangerous competitor.

Age: Eternal **Height: 7′** **Weight: 350**
Hair: Black **Eyes: None**



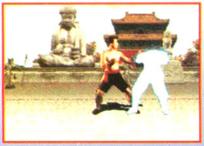
RAYDEN

THE NAME RAYDEN IS ACTUALLY THAT OF A MYSTICAL WARRIOR WHO LIVES AMONG THE THUNDER CLOUDS. IT IS RUMORED HE RECEIVED A PERSONAL INVITATION FROM SHANG TSUNG HIMSELF AND TOOK THE FORM OF A HUMAN TO COMPETE IN THE TOURNAMENT.

Facing a mighty warrior like Rayden can be quite shocking for the competition.

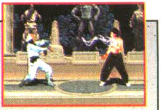
AS RAYDEN

Your best trick to remember as Rayden is the Teleport. Appearing behind an opponent allows you to hit him with anything.

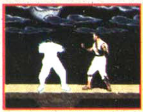


SPECIAL MOVES

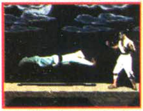
If you can catch enemies with the Superman Attack, they will have trouble recovering before you hit them again. If you Teleport to the other side of the screen before using it, you can catch your opponents off guard.



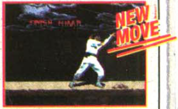
Pressing Down, Toward, then the B Button will activate Rayden's powerful Lightning Throw.



If you are about to be attacked, press Down, then Up on your Controller. You will disappear, then reappear behind your opponent.



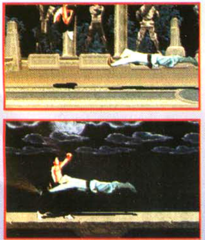
Rayden's Superman Attack is activated by tapping Away, Away, then Toward your opponent. Try to catch him off guard when you attack.


FINISH HIM
NEW MOVE

Disintegrate your foe with Rayden's Finishing Move. Press Toward three times, Away three times, then Y.

VS. RAYDEN

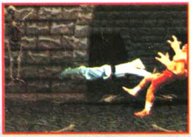
The key to beating Rayden is to avoid his Superman Attack. You can stop it with a block, or leap over it with a well-timed jump. If he misses you, he will be stunned for a few seconds; enough time for an uppercut!

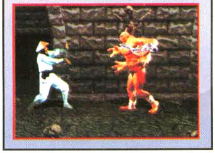


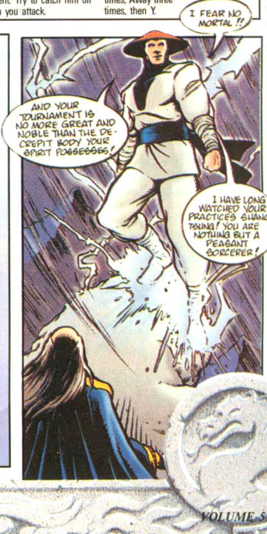
Block or jump in order to avoid Rayden's Superman Attack. Hit him after he flies by you.

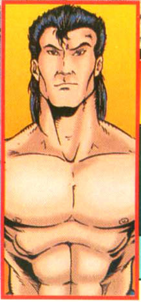
VS. GORO

If you get the Superman Attack to connect against Goro, don't let up. Continue to hit him with it until you beat him. The Lightning Throw will stall him if he's getting too close.





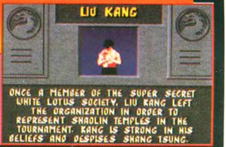

I FEAR NO MORTAL!!
AND YOUR TOURNAMENT IS NO MORE GREAT AND NOBLE THAN THE DECREPIT BODY YOUR SPIRIT POSSESSES!
I HAVE LONG WATCHED YOUR PRACTICES SHANG TSUNG! YOU ARE NOTHING BUT A PEASANT SORCERER!



LIU KANG

Liu Kang has entered the Tournament in order to defeat Shang Tsung. If he succeeds, he will win control of the Tournament back for the Shoalin Monks. With his mighty Flying Kick, he will work his way to the top. The fate of the Shoalin rests on the skills and abilities of their greatest fighter.

Age: 24 Height: 5'10" Weight: 185
Hair: Black Eyes: Brown



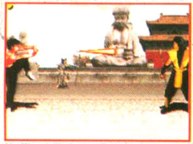
LIU KANG

ONCE A MEMBER OF THE SUPER SECRET WHITE LOTUS SOCIETY, LIU KANG LEFT THE ORGANIZATION IN ORDER TO REPRESENT SHAOLIN TEMPLES IN THE TOURNAMENT. KANG IS STRONG IN HIS BELIEFS AND DESPISES SHANG TSUNG.

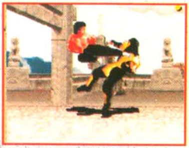
Liu Kang fights with both power and honor. His Shoalin training will work to his advantage.

SPECIAL MOVES

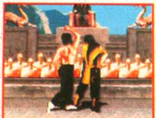
This guy may not look like much of a fighter, but his Special Moves can do in anyone in the Tournament. Use them to keep the enemy away from you during the fight.



Liu Kang will shoot a Fireball when you tap Toward your opponent twice, then press the Y Button. Torch the competition!



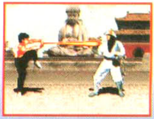
Using Liu Kang's Flying Kick will drive any enemy to the ground. Tap twice Toward your opponent, then press X to activate it.



You can flatten all of your foes with Liu Kang's Finishing Move. Press Down, then circle clockwise around the Control Pad.

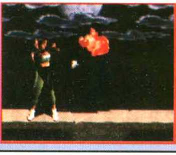
AS LIU KANG

The best features about Liu Kang's Fireball is the great distance it travels. You can keep enemies at bay with a quick Fireball, then move in and hit them with a Flying Kick. Liu Kang does substantial damage with his kicks.



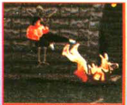
AGAINST LIU KANG

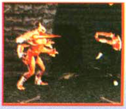
When fighting against Liu Kang, remember you can block his Flying Kick. Avoiding this attack will make beating him much easier. If he shoots the Fireball at you, duck down to avoid it. Hitting him with crouch kicks is often a very effective attack.

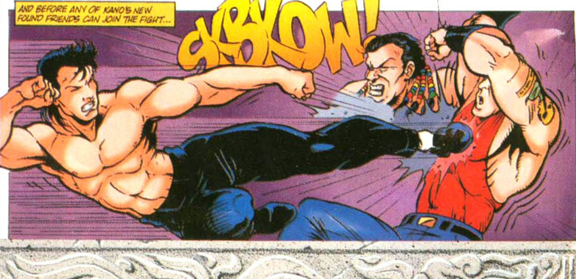


VS. GORO

Use the Flying Kick to keep Goro on the ground. You can hit him several times without it being blocked. When he gets too close, throw the Fireball, then jump out of his range.



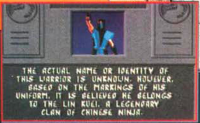



AND BEFORE ANY OF KANO'S NEW FOUND FRIENDS CAN JOIN THE FIGHT...

SUB-ZERO

Sub-Zero is believed to be a member of the Lin Kuei, a powerful band of ninja-like assassins. It is unknown why he has entered the Tournament, but he is a powerful enemy. He has the ability to control the icy elements, chilling his competition. Many victims have fallen against his attack.

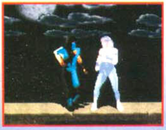
Age: 32 **Height:** 6′2″ **Weight:** 210
Hair: Black **Eyes:** Brown



THE ACTUAL NAME OR IDENTITY OF THIS WARRIOR IS UNKNOWN. HOWEVER, BASED ON THE MARKINGS OF HIS UNIFORM, IT IS BELIEVED HE BELONGS TO THE LIN KUEI, A LEGENDARY CLAN OF CHINESE NINJA.

His icy stare and cold heart make him a fierce competitor. He will prove tough to beat.

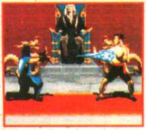
AS SUB-ZERO



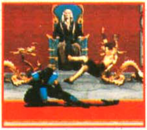
Sub-Zero has the ability to handle the element of cold, so naturally, the Freeze Attack would be his strongest move. If you successfully throw it, any character will be frozen in his tracks. To inflict maximum damage, follow up the Freeze with a quick uppercut.

SPECIAL MOVES

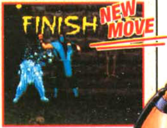
Being able to Freeze his enemies works as both a defensive and offensive move. Just when his enemies think they have the advantage, a flying ball of ice can turn the advantage around. When they are frozen, hit them with an uppercut to knock them out.



Sub-Zero uses the Freeze Attack by pressing Down, Toward, and B. This will stop them cold.



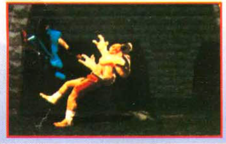
Drop your foe with a Slide Attack by holding Away, then press the B, A, and R Buttons simultaneously.

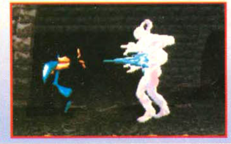


Use this Finishing Move by pressing Toward, Down, Toward, then press the B Button.

VS. GORO

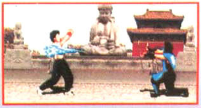
Use a combination of the Freeze Attack and jump kicks to finish off Goro. If you Freeze him, hit him with an uppercut, then Freeze him again. When he closes in on you, knock him back with a simple jump kick. If you are backed into a corner, keep jumping to get out.

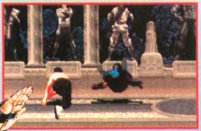




VS. SUB-ZERO

Avoiding Sub-Zero's Freeze Attack is essential if you want to beat him. When he uses the Freeze, jumping over it is the best escape, but a block will work against it. Dropping him to the ground will keep him from attacking.

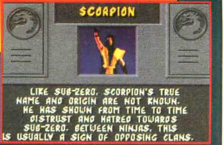




SCORPION

Scorpion is a resurrected soul, longing to avenge his own death. No one knows where Scorpion came from, but it is believed that he was murdered by the Lin Kuei, possibly by Sub-Zero himself. Nothing will let him rest until revenge is found and his fury quelled.

Age: 32 Height: 6′2″ Weight: 210
Hair: Black Eyes: Varies



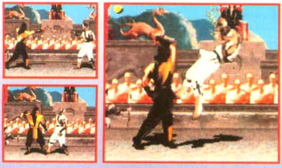
SCORPION

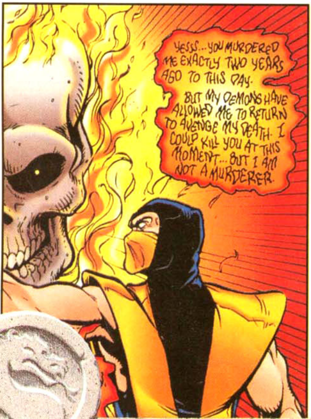
LIKE SUB-ZERO, SCORPION'S TRUE NAME AND ORIGIN ARE NOT KNOWN. HE HAS SHOWN FROM TIME TO TIME DISTRUST AND HATRED TOWARDS SUB-ZERO. BETWEEN NINJAS, THIS IS USUALLY A SIGN OF OPPOSING CLANS.

Mystery surrounds the origins of this specter. Revenge is the driving force behind his fighting.

AS SCORPION

Mastering the Van Dam Spear will make your fights easier. The Spear will snag your opponent and bring the stunned victim to your feet. Hit him with an uppercut, wait a second, throw the Spear and ensnare him again.

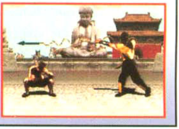




YESSS... YOU MURDERED ME EXACTLY TWO YEARS AGO TO THIS DAY. BUT MY DEMONS HAVE ALLOWED ME TO RETURN TO AVENGE MY DEATH. I COULD KILL YOU AT THIS MOMENT... BUT I AM NOT A MURDERER.

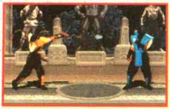
AGAINST SCORPION

The best way to avoid Scorpion's Van Dam Spear is to duck. If you time it right, the Spear will sail right over your head. Scorpion will stand there and give you a chance to get him with an attack of your own!

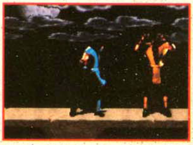


SPECIAL MOVES

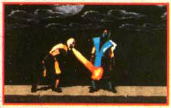
Scorpion combines the skills of a ninja with super natural powers from the spirit world. Using the Teleport followed by the Van Dam Spear will usually catch anyone off guard.



Scorpion uses the Van Dam Spear by tapping Away twice then pressing B.



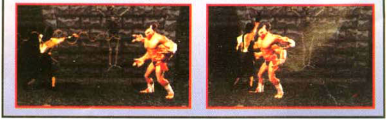
Press Down, Away, and B to Teleport behind your enemy. It'll throw him for a loop!

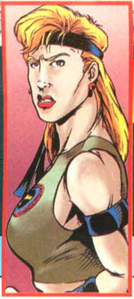


Finish off your enemies with a flare by holding R and tapping Up twice.

VS. GORO

Using the Van Dam Spear, followed by an uppercut, is by far the best technique for beating Goro. Teleport out of his range and hit him again when he gets too near.

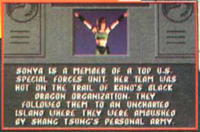




SONYA

Sonya is a lieutenant in the U.S. Army. She was chasing Kano towards Shang Tsung's island when she was ambushed. She has become an unwilling fighter in the Tournament, and must win to save the lives of her fellow comrades. Her advantage lies with her great speed.

Age: 26 Height: 5′10″ Weight: 140
Hair: Brown Eyes: Blue

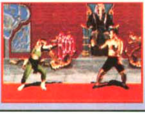


SONYA IS A MEMBER OF A TOP U.S. SPECIAL FORCES UNIT. HER TEAM WAS HOT ON THE TRAIL OF KANO'S BLACK DRAGON ORGANIZATION. THEY FOLLOWED THEM TO AN UNCHARTED ISLAND WHERE THEY WERE AMBUSHED BY SHANG TSUNG'S PERSONAL ARMY.

Her Special Forces training will come in handy during the Tournament.

AS SONYA

When fighting as Sonya, always be ready to use the Ring Toss Attack. Use it against your foe, then jump out of harm's way and attack again.

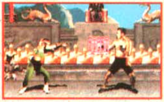


AGAINST SONYA

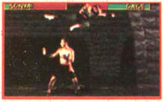
If you are pitted against Sonya, beware of the Scissor Grab. If you duck, you can avoid being caught, then hit her with an uppercut. Sonya is also weak against low kicks and airborne attacks.

SPECIAL MOVES

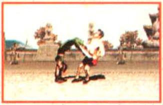
All of Sonya's Special Moves are centered around her great speed. With practice you will be able to use the Ring Toss or the Scissors Grab in combination with an uppercut to inflict greater damage.



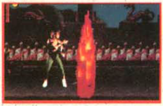
Press Away, then B to use the Ring Toss against your opponent.



Use the Square Wave Flight by pressing Toward, Away, then the Y Button.



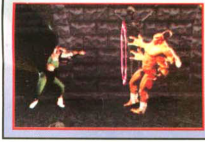
To use the Scissors Grab, hold Down and press B, A, and R at once.

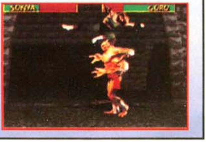


Tap Toward twice, Away twice, and R, to use the Finishing Move.

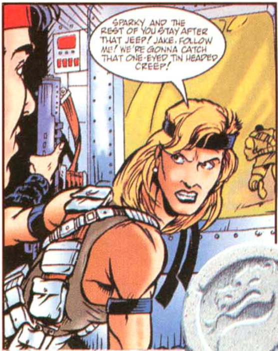
VS. GORO

Use Sonya's Ring Toss to quickly finish off Goro. Continue to use it until he is beaten. If Goro closes in on you, the Square Wave Flight will let you escape without being damaged.





LET THE TOURNAMENT BEGIN!


SPARKY AND THE REST OF YOU STAY AFTER THAT JEEP! JAKE, FOLLOW ME! WE'RE GONNA CATCH THAT ONE-EYED TIN HEADED CREEP!

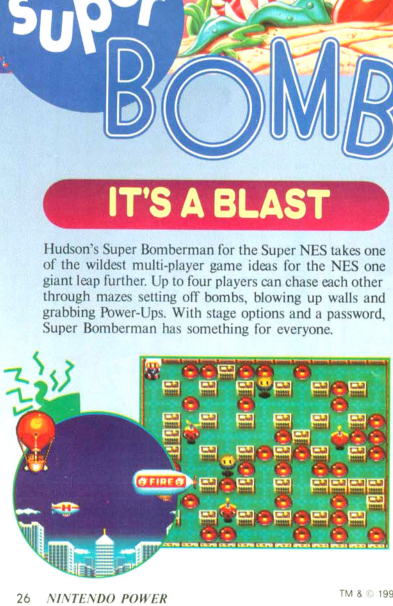
super BOMBERMAN™

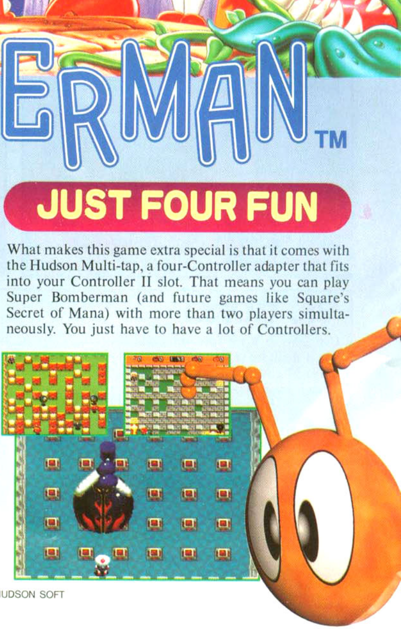
IT'S A BLAST

Hudson's Super Bomberman for the Super NES takes one of the wildest multi-player game ideas for the NES one giant leap further. Up to four players can chase each other through mazes setting off bombs, blowing up walls and grabbing Power-Ups. With stage options and a password, Super Bomberman has something for everyone.

JUST FOUR FUN

What makes this game extra special is that it comes with the Hudson Multi-tap, a four-Controller adapter that fits into your Controller II slot. That means you can play Super Bomberman (and future games like Square's Secret of Mana) with more than two players simultaneously. You just have to have a lot of Controllers.





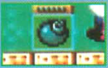
TM & © 1993 HUDSON SOFT

BOMBS AWAY

As you and the other Bombermen scurry through the maze, you'll run into Power-Ups that were hidden in wall blocks. Most of these are beneficial, but some, like the Poison Skull, can affect play.

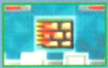
MORE BLASTS

The Bomb Power-Up lets you set multiple bombs before your initial bomb has blown. Normally, you can plant only one bomb at a time. Once the bomb blows, you can put down another. Not anymore. This Power-Up lets you leave an explosive trail behind you!



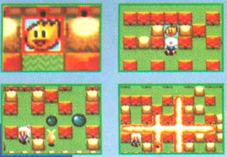
WALL WALKER

This Power-Up gives your Bomber dude the amazing and useful ability to walk through the walls that make up the interior of a stage. Use this superior power to evade blasts and sneak up on unsuspecting opponents. With this Power Up you won't get trapped.



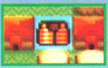
BIGGER BLASTS

Each time you add one of the Fire Power-Ups, it will extend the range of the blasts of your bombs in all four directions. Just watch out that you don't accidentally get trapped in your new, bigger blast.



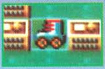
FLAME PROOF

Strap on the Flame Proof vest to protect yourself from the unpleasant effects of exploding bombs. With this Power-Up, you don't have to worry about the other guy who is out to blow you out of the game with a cleverly placed bomb.



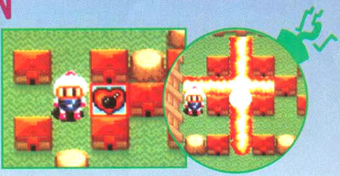
SKATE AWAY

The Skates give your Bomberman super speed to skate out of danger! They're particularly good for quick attacks on your friends. Skate in, drop your bomb before your opponent can react, then skate back out of range, all in the blink of an eye.



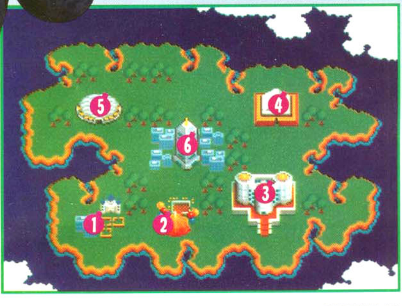
DETONATION

The Detonator gives you the ability to set off your bombs when you want them to blow. After placing a bomb, watch it until an opponent unwittingly comes within range, then hit the detonator to catch him or her in the blast. This is the best Power-Up of all if used with strategy and cunning!



BOMBERLAND

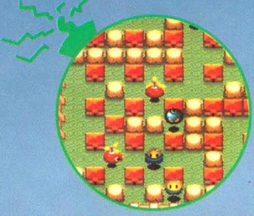
In the one-player game, you move to different areas of Bomberland as you progress. After eight stages, you'll move on to the second area and so on. In some areas, you'll find mazes with tunnels or warp zones while others have new enemies or a boss character that you must blow to smithereens.

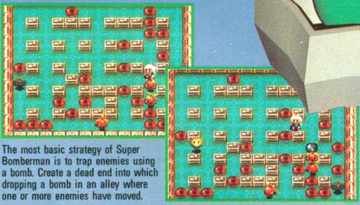


1 AREA ONE
2 AREA TWO
3 AREA THREE
4 AREA FOUR
5 AREA FIVE
6 AREA SIX

AREA ONE

When playing with fire, you've got to keep your cool. In the first eight stages, you'll have to dodge enemies while blowing out walls and hunting for Power-Ups. Later on in this area you'll meet a big blue boss. If you can lay down multiple bombs, run beneath the boss and drop a row of bombs.

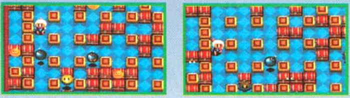




The most basic strategy of Super Bomberman is to trap enemies using a bomb. Create a dead end into which dropping a bomb in an alley where one or more enemies have moved.

AREA TWO

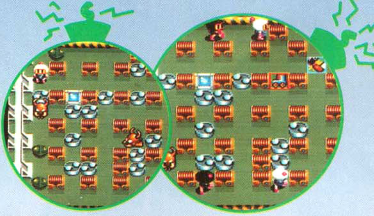
Disappearing walls and bomb-eating enemies are just a few of the problems you'll run into in Area Two. These eight stages wind up with a Clown boss at the end. Circle around him dropping bombs.



The round gold enemies fly through walls and obstacles, and they move very fast. If you wipe out one of the normal enemies, however, you'll also zap the pesky gold disks. You should have multiple bomb capacity if you want to survive.

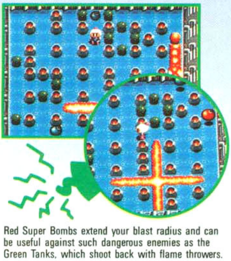
AREA THREE

The plant-like denizens of the first part of this stage may look placid, but they'll gobble up a Bomberman without a second thought. Later, you'll run into a mechanical area with well-armored enemies.



AREA FOUR

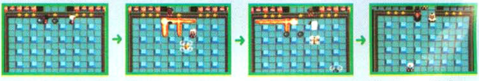
The most efficient way to lay down bombs in Area Four and elsewhere is to run through an intersection and drop a bomb in the middle. That way you get the maximum blast area.



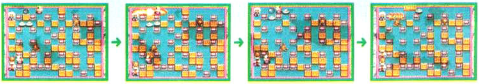
Red Super Bombs extend your blast radius and can be useful against such dangerous enemies as the Green Tanks, which shoot back with flame throwers.

AREA FIVE & SIX

Don't lose sight of which Bomberman you are. In the final two areas you'll see plenty of new characters, each with some special way of making life miserable for you. Remember the cardinal rule of Bomberland–bomb or be bombed!



Some of the enemies remain waiting in the wings until you let them into the playing area. If you blow out this top wall, some ghoul bombermen will show up from an area off the screen.



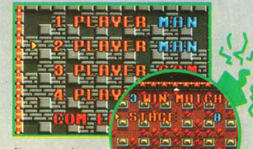
Score mass points by taking out multiple enemies at one time. If you can get an enemy trapped by a bomb and other enemies, you can make a double or even a triple play.

BATTLE OF THE BOMBERS

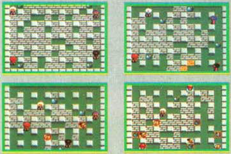
As fun as the one-player game is, the most excitement four people can have with one Super NES is in Super Bomberman's Battle Mode. Here, each player tries to blow up everyone else. You can choose from 12 different stage types and set the conditions for winning a match.

TWO-PLAYER MODE

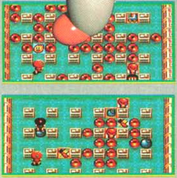
The two-player mode doesn't require the Multi-tap unit to be plugged in. Just plug in two Controllers and go for it. The stage options are the same as for the three and four-player games, but you have the option of keeping one or two extra computer-controlled Bombermen in the game to make things more hectic than ever. You can also turn off the other two players. In the two-player mode, the winner is the Bomber who survives!



Choose your player options, then select the type of stage—in this case, The Flower Zone.



The game continues until only one Bomberman remains active. Power-Ups like the Glove (for throwing bombs over walls) become very important in this mode.

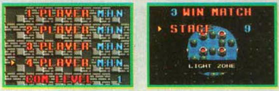


You have to watch out all around you in the Multi-player game, because you are the number one target.

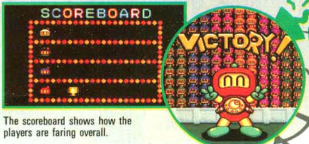
TWO TO FOUR PLAYERS

This is probably the best mode of all. With three or four human players, anything can happen. You can run tournaments in different stages, with the champion having to win up to five games. You can team up on ace players or hunt for Power-Ups. Best of all, you never know what will happen next. Computers are predictable, people aren't.

The Multi-Tap



The 12 zones vary greatly. The Light Zone has two roving spots of lights while the rest of the stage is in darkness. Trying to get around this stage without tripping over a bomb isn't easy.



The scoreboard shows how the players are faring overall.

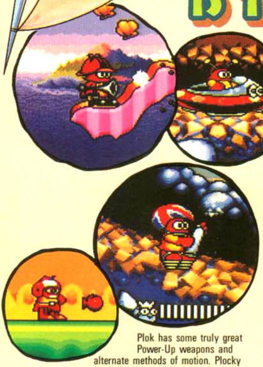
PLOK™

TM & © 1993 John Pickford
and STE Pickford

Plok is mad! Someone has stolen his favorite big square flag with an image of himself on it. Be advised, Plok doesn't just get angry, he comes apart at the seams—literally! His limbs are attached to his body using the finest in Velcro technology, but when an unsightly Flea or some other disgusting enemy draws near, off come the limbs! Plok's main weapons are his arms and legs.

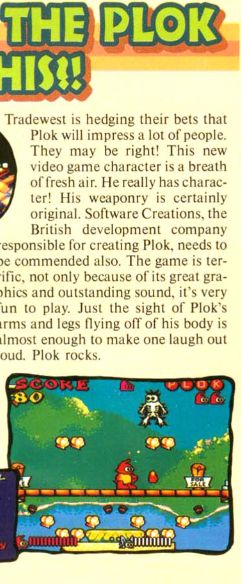
WHAT THE PLOK IS THIS!!

Tradewest is hedging their bets that Plok will impress a lot of people. They may be right! This new video game character is a breath of fresh air. He really has character! His weaponry is certainly original. Software Creations, the British development company responsible for creating Plok, needs to be commended also. The game is terrific, not only because of its great graphics and outstanding sound, it's very fun to play. Just the sight of Plok's arms and legs flying off of his body is almost enough to make one laugh out loud. Plok rocks.

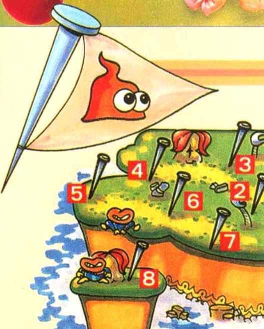


Plok has some truly great Power-Up weapons and alternate methods of motion. Plocky and the Jetpack are just two of the Power-Ups.

SKILL LEVEL
NORMAL
CHILD'S PLAY



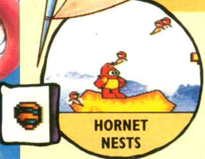
The comical and colorful graphics make this game a joy to play. The sound (should we say the soundtrack?) gets two thumbs up, too!



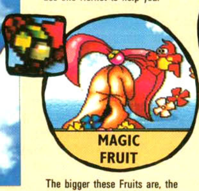
- **1 BEACH**
- **2 BRIDGE**
- **3 COLUMNS**
- **4 LOG FALLS**
- **5 RICKETY BRIDGE**
- **6 CRAZY CRADLES**
- **7 BLIND LEAP**
- **8 BOBBINS BROS.**
- **① GARLEN BEACH**
- **② SLEEPY DALE**
- **③ PLOK'S HOUSE**
- **④ PLOK TOWN**
- **⑤ THE PEKINOS**
- **⑥ VENGE THICKET**
- **⑦ DREAMY COVE**
- **⑧ CREEPY FOREST**
- **⑨ WOMACK SPIDER**
- **⑩ CREEPY CRAG**
- **⑪ GOHOME CAVERN**

THE BASICS OF PLOK

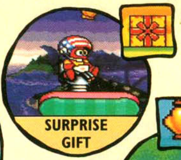
Plok comes across many items as he makes his way around the islands of the archipelago Polyesta. Most will be of the helpful variety. Shoot Plok's limbs at the Magic Fruit. Bigger Fruit is better. It's also the way to Bonus Areas!



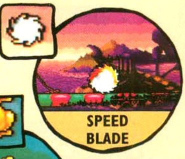
For every Nest you collect, you can use one Hornet to help you.



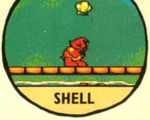
The bigger these Fruits are, the more they restore Plok's energy.



Touching a Surprise Gift box awards Plok with a Power-Up costume or vehicle. Who put them there?



Zipping along at high speed, Plok cuts through everything when he picks this up.

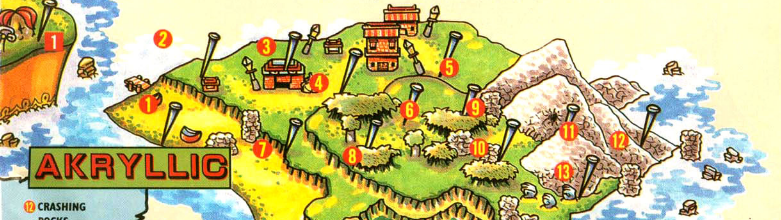


Gathering Shells should be high on Plok's to-do list. They power the Amulet and help Plok earn 1-Ups.

PLOK'S DOMAIN

COTTON ISLAND

When the adventure begins, Plok sets off to Cotton Island to the northwest in search of his beloved big square flag. Upon busting the Bobbins Bros. and recovering it, he returns to his home island of Akryllic to find that it has been overrun by pesky Fleas. The task at hand now is to exterminate all of the Fleas. It won't be easy because Plok has to find them first.

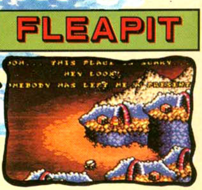


AKRYLLIC

⑫ CRASHING ROCKS
⑬ ROCKYFELLA

Plok relives dear old Grand Pappy Plok's search for the fabled Lost Amulet.

FLEAPIT



OH... THIS PLACE IS SCARY...
HEY LOOK!
SOMEBODY HAS LEFT ME A PRESENT

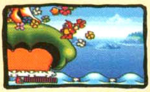
The Fleapit is a very scary place that no normal person would want to visit.

COTTON ISLAND

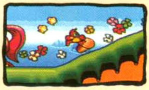
Plok takes great pride in his flags. This fact will become apparent as Plok grows increasingly frustrated as he finds the decoy flags on Cotton Island. The cloth banners are special and don't let anyone tell you anything different! Plok's frustrations turn to fury by the time he reaches the small isle that the Bobbins Bros. inhabit.

① BEACH

In the Stage 1, go to the left at first to find the Magic Fruit. Shoot it a few times. Plok will be whisked away to a Bonus Area. Next, proceed to the right and collect the Shells.



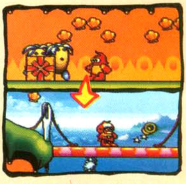
Go left and press the A Button to do a Super Somersault. This will get him over the gap.



Watch out for the Logs! Jump over them with a Super Somersault. They can roll quickly!

② BRIDGE

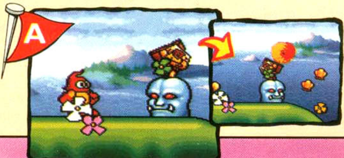
Plok lives on an island. This might lead you to believe that our limb-hurling hero would feel rather comfortable around water. Well, *around* it is fine, but *in* it is simply out of the question! Plok will lose precious energy if he falls into the water and flies back out as if he's been scalded. Watch your step. Plok also needs to be wary of creatures that jump up out of the water.



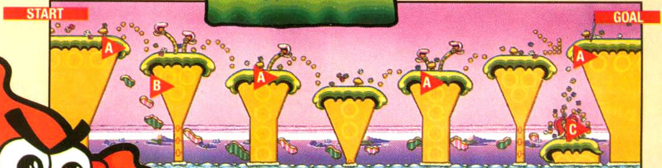
Under Plok's starting position lies a Surprise Gift box. He will transform into Plocky. Using the boxing gloves, Plocky can wallop the metallic Gibson fish.

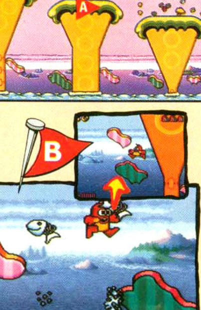
③ COLUMNS

There are two ways to make it to the goal in the Columns stage. First, the upper route. Second, the lower route. Both routes are replete with dangers, but we recommend taking the upper route.

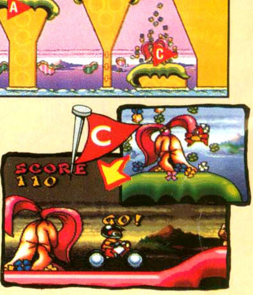


Hurl Plok's limbs at the Rockyfella that pops up and out from under Plok's flagpoles and sign posts. Jump the rocks that he spits out at you or just avoid him.





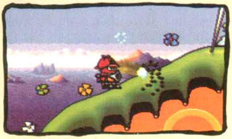
If Plok takes the lower route or happens to fall off a column, he'll have to deal with the water and bothersome Gibson fish. Climb back up when you can.



There is a small island directly under the goal. Drop down to it before you touch the flagpole. Shooting the Magic Fruit will take Plok to a Bonus Area. Peel out on the Motorbike, Plok!

4 FALLS

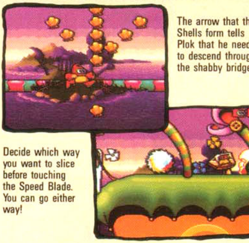
Log Falls features steeper terrain than the rather flat environs that Plok has covered so far in his adventure. Since the hills are steeper, you might think that the Logs would come rolling faster. Well, you'd be right! They do. Use Super Somersault jumps to avoid most of them.



Shoot and destroy the Logs that roll at you if you're under the influence of the Squire Plok Power-Up.

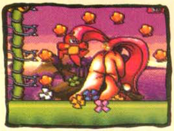
5 BRIDGE

There are certain bridges that will collapse when Plok stands on them. Sometimes, you have to break through them to proceed.

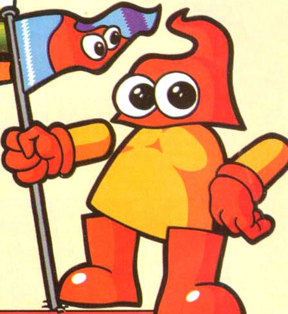


The arrow that the Shells form tells Plok that he needs to descend through the shabby bridge.

Decide which way you want to slice before touching the Speed Blade. You can go either way!

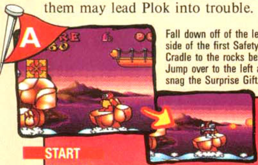


There is a Magic Fruit in this tree that takes Plok to another Bonus Area if he shoots at it enough times.

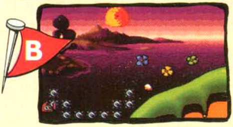


6 CRAZY CRADLES

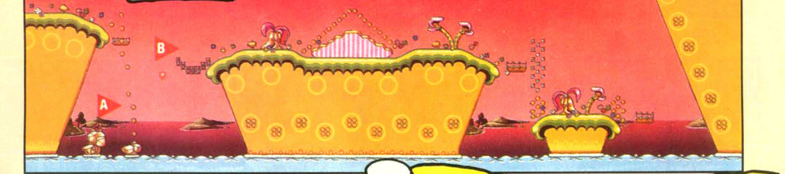
Throughout the remainder of his lengthy island adventure, Plok will need the help of special platforms to get where he needs to go. However, some of them may lead Plok into trouble.



Fall down off of the left side of the first Safety Cradle to the rocks below. Jump over to the left and snag the Surprise Gift.

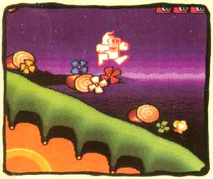


Super Somersault jump off of the Safety Cradle before it runs you into the spikes.



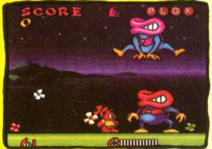
7 BLIND LEAP

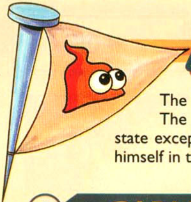
Logs that roll uphill? Yep. It happens in certain areas of Cotton Island. Kind of a weird gravity-type thing. Don't use regular Jumps to leap the Logs. You'll be an easy target. Use Super Somersault jumps instead. As a rule, if you can't see where you'll land use the Shells as an indicator to tell you where to jump.



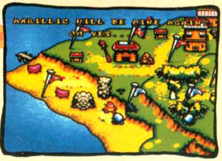
8 BOBBINS BROS.

Two former circus acrobats, Milton and Marshall, failed to make it big under the big top, so they decided to let themselves be utilized as thugs for hire for anyone who would pay them enough. The Flea Queen is rumored to have signed them up to do her dirty work on Cotton Island. Just hit 'em with your limbs, Plok!





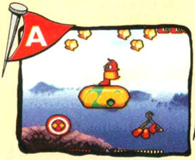
AKRYLLIC



The big island of Poly-esta, Plok calls Akryllic home. The countryside has been left in a very natural state except for Plok Town. Plok has built a memorial to himself in the northwestern region of the island.

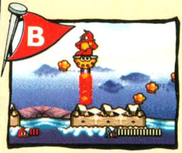
1 GARLEN BEACH

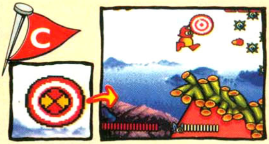
Garlen Beach is the first area that Plok tackles when he returns to his home, Akryllic. More than a dozen Flea Eggs have been placed throughout the stage. More than likely, the Flea Queen has been through the area recently. Plok's immediate job is to seek and destroy all of them before something worse happens. Kick or shoot the Eggs to hatch the Fleas and *then* shoot them.



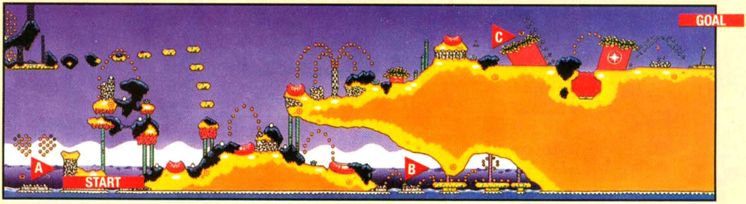
To get to the upper regions of Garlen Beach, Plok has to shoot at Orson and then hop on him and take a ride over to the left and up.

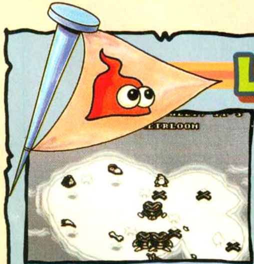
Make sure that Plok jumps back down to the Hanger after shooting the Target. We're sure that he'll be needing his limbs back soon!





Shooting Targets causes the landscape to change. Be sure to retrieve your limbs!





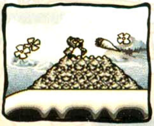
LEGACY ISLAND

The once-beautiful and colorful graphics change to a monochromatic hue and the music sounds like it's coming from an old phonograph machine when Plok dreams of Legacy Island.

1. MACE COVE

Lily Mace is after Plok. It's not that she means any harm, but with those spikes, it's kind of hard not to! Cast a limb or two her way then elude her.

2. FOOL'S GAP



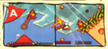
Plok has to dig in the mounds that mark the end of each stage on Legacy Island to try to find The Lost Amulet. He gets mad when he doesn't uncover it.

3. ZIG ZAG

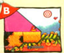
Many of the same Power-Up Items exist on Legacy Island and Plok can use them in the same manner he used them before. Live the Legacy, Plok!

② SLEEPY DALE

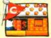
Sleepy Dale lies just west of Plok's House. The Fleas have already infested the area and Plok now fears that they may have invaded his own house. Plok won't be able to worry about his house until he clears all the Fleas from Sleepy Dale, though. Be sure to collect some Hornet Nests when you begin the level.



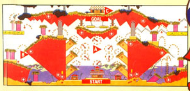
Plok looks worried. He should be! The nasty Fleas are everywhere and he's got so much territory to cover to find them all. It's a gigantic task. Use the natural environment and Plok-made contraptions to seek out the Hornet Nests first.



Upon starting the Sleepy Dale quest, jump up on top of the main Sleepy Dale building and take a ride on the Auto Crab. There are Hornet Nests on the right and left side of the area.



If Plok shoots all of his limbs at Targets and doesn't retrieve them, he could be in a world of hurt. Go back to the last hanger you passed and pick them up. They'll be restored by picking up a Surprise Gift box, e.



③ PLOK'S HOUSE

Plok only finds one Flea near his house. What a relief! After ousting the pest, Plok settles down for a nap and dreams about Grand Pappy Plok's quest for The Lost Amulet.

④ PLOK TOWN

Start cleaning the Fleas out of Plok Town by going to the right and then going down under ground level. Come back up around to where you started and then use one of the For Sale sign posts to help you leap up to the upper level.

⑤ THE PEKINOS

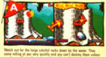
Plok has a problem with the Pekinos. It seems that they don't recognize him as the supreme being of Akryllic. He'll have to shoot the Targets to deflate the Pekinos and bring 'em down to the ground.

⑥ VENGE THICKET

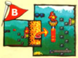
The Venge Thicket is populated with Square Heads. They are half vegetable, half mineral creatures that sprout from and retract into the ground when Targets around them are triggered. Plok needs their help!

⑦ DREAMY COVE

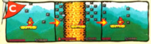
Many types of danger confront Plok as he encounters Dreamy Cove. Plok knows that it's near the beach, so he guesses that there's bound to be water involved. As usual, he's correct. There are many enemies to deal with in addition to the Fleas. Plok needs to cover the entire Dreamy Cove area to get rid of all the Fleas. Start by working on the left side of the area and then go back to the right.



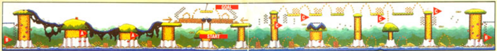
Watch out for the large colorful rocks down by the water. They come rolling at you very quickly and you can't destroy them unless you have a Power-Up costume. Use a Super Somersault jump.



After flinging a limb and tripping up Orson, jump on him and take a ride to the upper level of Dreamy Cove. Make sure you've cleared away the Flea Gunge first, or you and Orson won't be going very far!



Moving platforms present yet another challenge for the untiring Plok. The platforms will be taking Plok directly to several rows of spikes. To get past them, he'll either need to jump or duck out of the way.



⑧ CREEPY FOREST

In central Akryllic, Plok finds an area that sort of scares him. After all, it *is* the Creepy Forest. Watch out for the spinning spiked doorways. Pass through when they slow down.

⑨ WOMACK SPIDER

Womack Spider thinks he's something special. Plok will just have to put him in his place!

Stand on one side, jump up and shoot some limbs at the spider and duck the green blobs that he shoots.

⑩ CREEPY CRAG

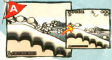
Creepy Crag is the place where Plok will first encounter Targets that are connected to dynamite. It's necessary to blow away certain sections of the Crag in order to find all of the Fleas.

⑪ GOHOME CAVERN

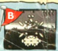
Maybe the name of this area is trying to tell Plok something. Nah. Plok won't be going home until all the Fleas are gone. You may have to jump around with no legs for a while in the cavern.

4. SPONGE ROCKS

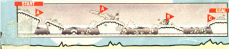
Plok's dream about his Grand Pappy now takes him to Sponge Rocks. The metallic Gibson fish are abundant in the water below, so don't waste your time standing around on the rocks that stick up out of the water. Those fish don't want to rust! Just keep on Plokin' to the right and find the mound of dirt.



Here again, treacherous Logs will come up quickly from behind, be sure to have your thumb poised on the A Button so you can get off a Super Somersault when they roll toward you. When you jump, press the Control Pad to the left to clear all of the Logs.



There is a Fruit of the Magic variety located in a tree about three-quarters of the way through the Sponge Rocks stage. Shoot it three times with Plok's limbs. It will grow two times and then will teleport him into a Bonus Area where he can pick up numerous free Shells.



5. SWIFTY PEAKS

Grand Pappy Plok had quite a time trying to find The Lost Amulet. There are several groups of three Speed Blades positioned along the way in Swifty peaks. Two are duds. Keep trying them until you find the one that will whisk you away to the right.

6. LOG TRAIL

As you may have already guessed, the Log Trail is full of Logs. Take your time with this stage. If you get in a hurry, you're likely to be run over by several hefty pieces of fallen timber. Pick up a Magic Fruit, too!

7. CROUCH HILL

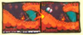
On Crouch Hill, the treasures are out in the open! Be sure to take advantage of the abundance of Shells that wait to be picked up as you make your way down the Hill. Grab the Speed Blade to clear the wide gap.

8. BOBBINS BROS.

Irving, who left their acrobatic trio long ago, now joins his two brothers. Great. Just what Plok needs—*another* Bobbins Brother to worry about!

⑫ CRASHING ROCKS

Avoid the rocks and pay attention to the waves that comes crashing in. Remember, Plok doesn't like water!



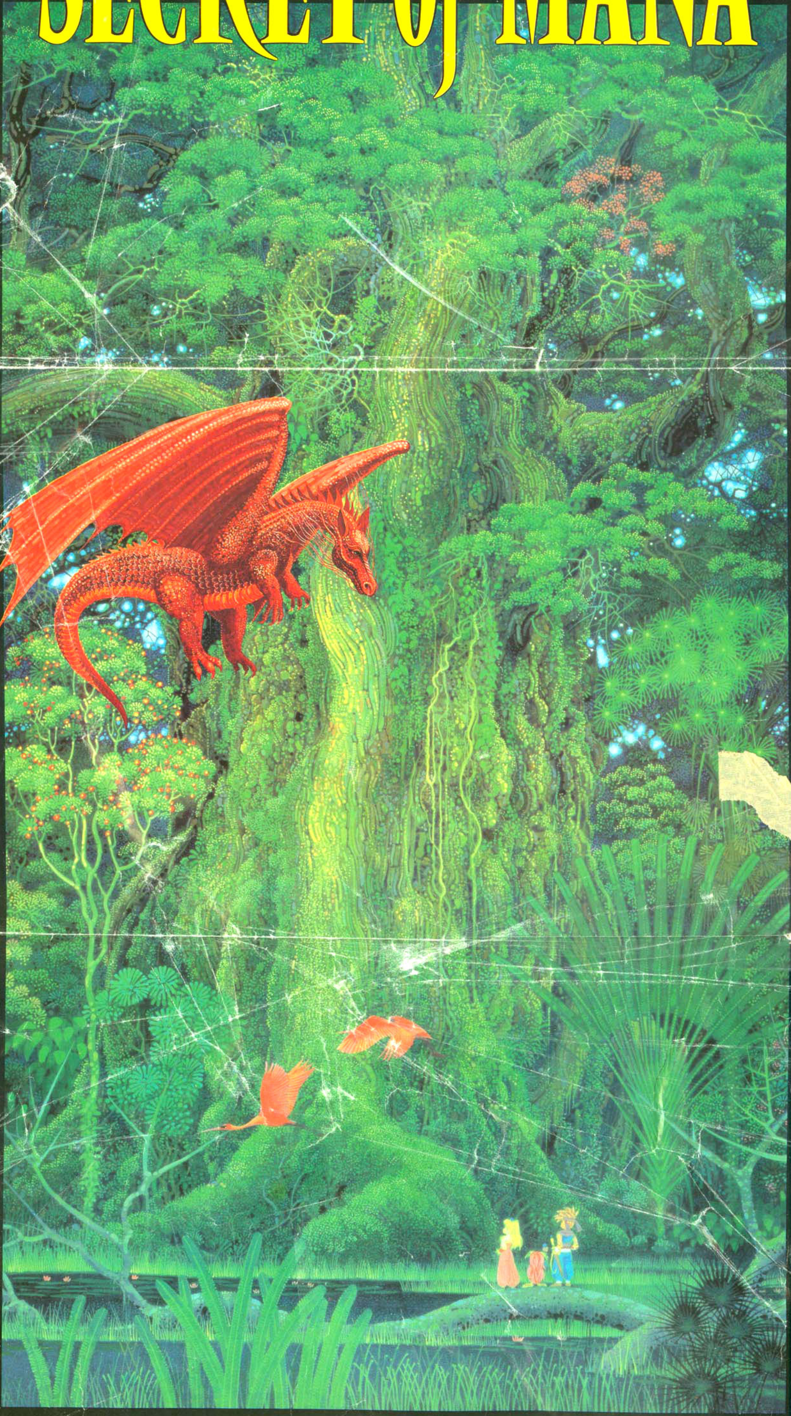
⑬ ROCKY-FELLA

Shoot and avoid Rockyfella's hands as they burst up through the ground. Blast his head when he pokes it out, too! Just use normal jumps—don't Super Somersault.

MORE FUN

Many more stages await Plok and in the Flea-pit, many more Power-Up vehicles will come into play. Try the Helicopter (Plokopter?) on for size. The assault on the menacing Flea Queen must continue *AND* . . . it must end!

SECRET of MANA™



COMING SOON TO YOUR SUPER NES FROM SQUARE

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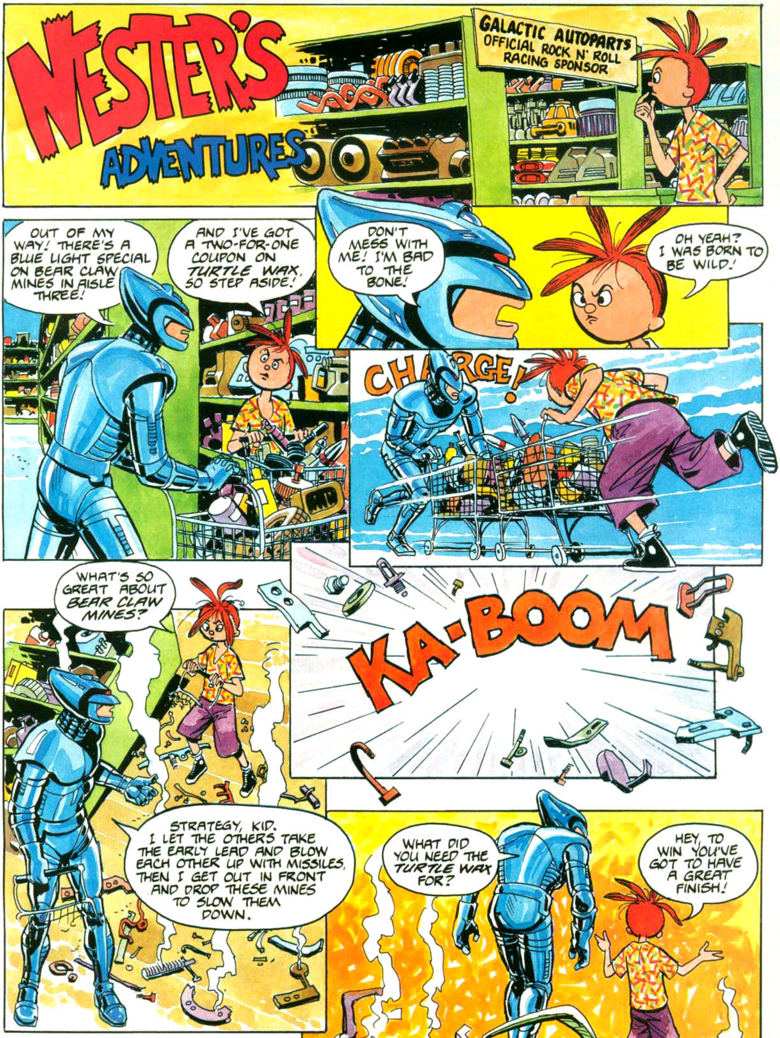
NESTER'S ADVENTURES
GALACTIC AUTOPARTS OFFICIAL ROCK N' ROLL RACING SPONSOR
OUT OF MY WAY! THERE'S A BLUE LIGHT SPECIAL ON BEAR CLAW MINES IN AISLE THREE!
AND I'VE GOT A TWO-FOR-ONE COUPON ON *TURTLE WAX*, SO STEP ASIDE!
DON'T MESS WITH ME! I'M BAD TO THE BONE!
OH YEAH? I WAS BORN TO BE WILD!
CHARGE!
WHAT'S SO GREAT ABOUT *BEAR CLAW MINES*?
KA-BOOM
STRATEGY, KID. I LET THE OTHERS TAKE THE EARLY LEAD AND BLOW EACH OTHER UP WITH MISSILES, THEN I GET OUT IN FRONT AND DROP THESE MINES TO SLOW THEM DOWN.
WHAT DID YOU NEED THE *TURTLE WAX* FOR?
HEY, TO WIN YOU'VE GOT TO HAVE A GREAT FINISH!

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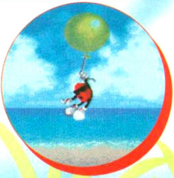
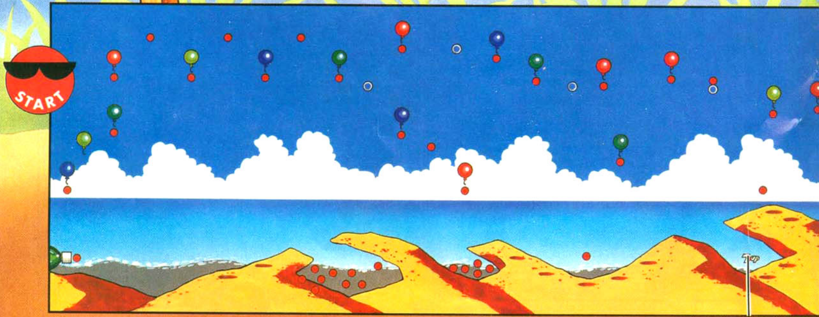
COOLIN' IN SPOT LAND

The latest game from Virgin is extremely cool. Straight from our favorite television commercials, Cool Spot must free his fellow Spot pals in eleven graphically gorgeous levels. Are you ready? Cool!

SHELL SHOCK

It's a nice peaceful day at the beach. No rest for you, though. You're on a mission. Find all the Cool Points you can and save the imprisoned Spot. A truly Cool Spot will use the balloons to get around in the air.





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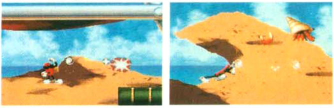
COOL ACTION

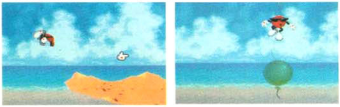
• ATTACK

Being a Cool Spot, you are able to shoot a Cool Shot of bubbles by pressing the Y Button.

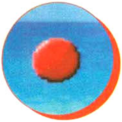


• JUMP

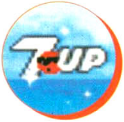
The B Button makes you jump. The longer you hold the B Button, the higher you go.



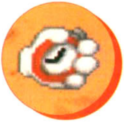
ITEMS



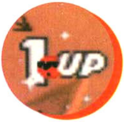
COOL POINTS: To be really cool, pick up as many of these red spinning discs as you can!



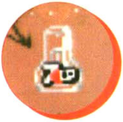
7UP: Snarfing one of these is equal to picking up seven Cool Points. Get 'em when you can.



WATCH: Nab a watch and add 30 seconds to the clock that is always counting down.



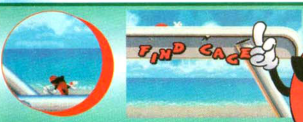
1-UP: These are way cool. Snatch it and you'll get an extra Spot character.

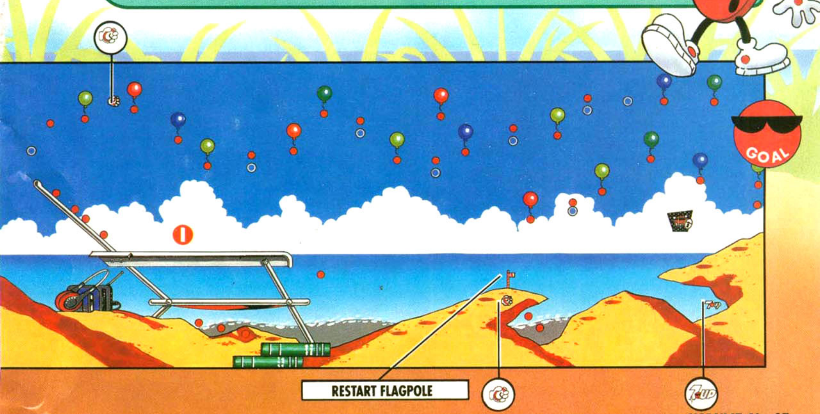


7UP GLASS: Sometimes enemies will turn into these energy replenishing goodies when shot.

① HIDDEN ITEMS

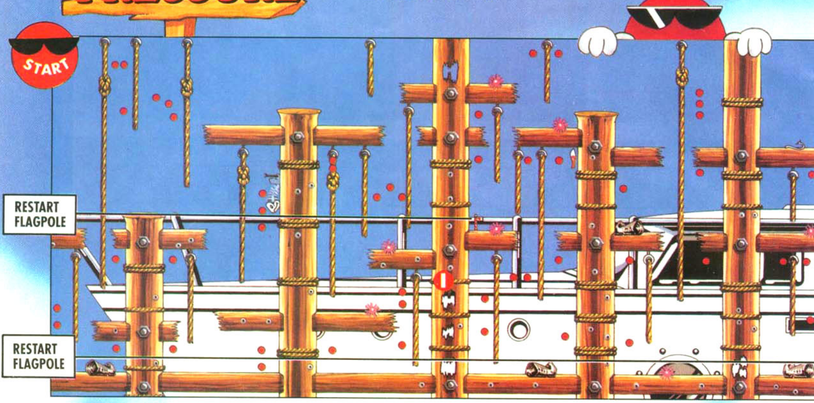
All stages have hidden Cool Points. This stage is no exception. One of the places housing hidden Cool Points is the beach chair. Be sure to check it out thoroughly.





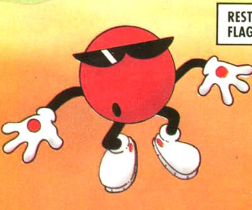
PIER PRESSURE

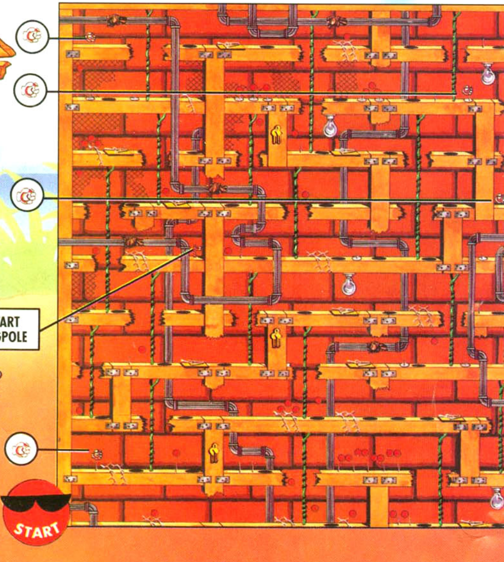
This pier is a dangerous place. With crafty crabs, spitting fish and dive bombing bees, this area is full of trouble. Go up and down every rope and try to find every last hidden Cool Point.


START
RESTART FLAGPOLE
RESTART FLAGPOLE

OFF DA WALL

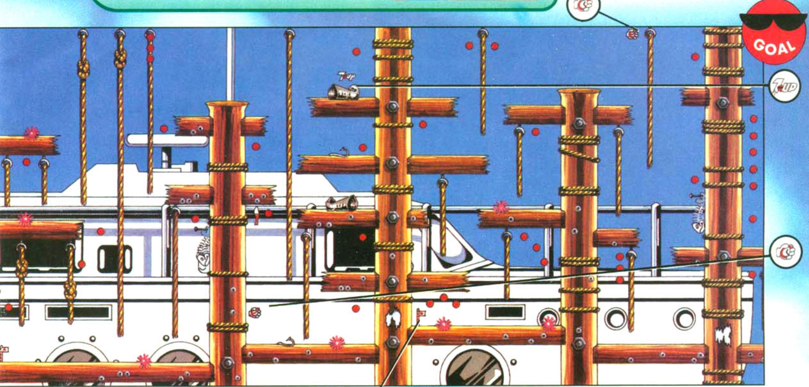
So you've made it to the inside of a wall near the toy store. This area is dark with dim lights, so be alert! There are rats and spiders waiting around every corner and lots of hidden stuff. You should also avoid the barbed wire. It is definitely NOT cool.

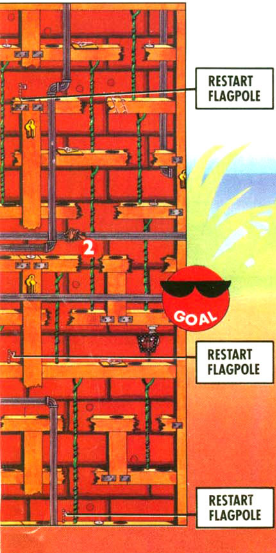



RESTART FLAGPOLE
START

① HIDDEN ITEMS

There are a bunch of hidden Cool Points in this stage. Look carefully behind all the posts.


GOAL
7UP
RESTART FLAGPOLE

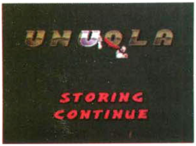

RESTART FLAGPOLE
2
GOAL
RESTART FLAGPOLE
RESTART FLAGPOLE

② SPLAT THE RAT

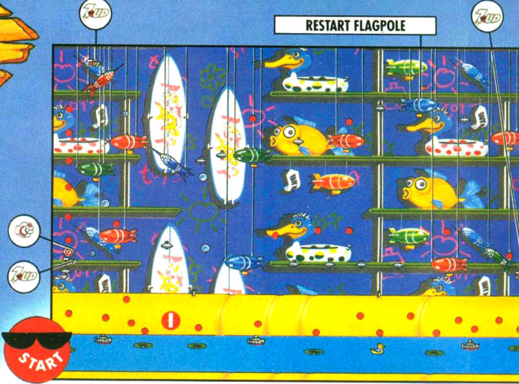
Nasty rats are waiting for you all over the place. Luckily, you can shoot through the walls to hit them. But then again, so can they. The best way to take care of them is to shoot diagonally from the vines.

BONUS GAME

You gotta love Bonuses. If you collect a certain amount of Cool Points in a stage (75 on Easy, 85 on Normal, or 100 on Hard), you will find yourself in a Bonus Game after completing the level. During the Bonus Game, you'll find yourself in a 7UP bottle. (Cool!) Use the bubbles to move around and find everything you can. If you find a cool letter, you get a Continue!


UNCOLA
STORING CONTINUE

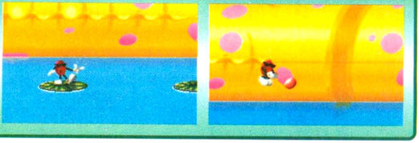
WADING AROUND



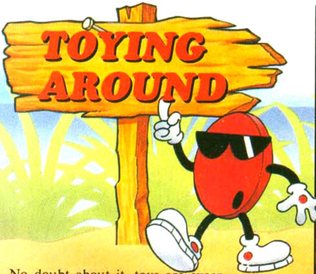
Spots love water, usually. Unfortunately, this is one of those cases where they don't. This inflatable pool has lots of nifty toys that you can jump to and from to get around. The trapped Spot is up near the top of this difficult area. Some of these jumps are really tricky and will take a lot of practice. But you're cool, so don't sweat it.

❶ LOOK AHEAD!

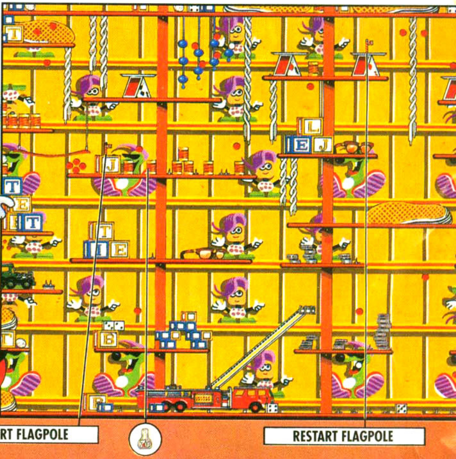
Don't fall in the water, you'll lose a Spot—not very cool. Look where your next landing point is and use a point on the background for reference.

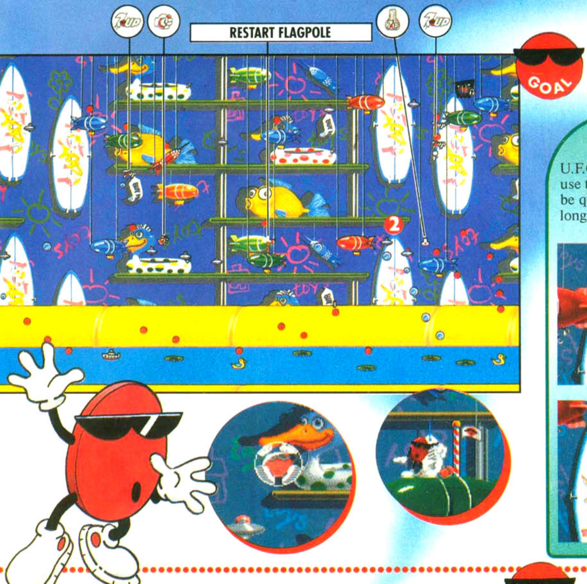


TOYING AROUND



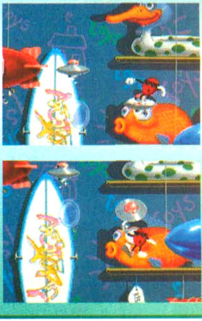
No doubt about it, toys are exceptionally cool. But, as per usual in this game, they are out to get you. The robots are tough to defeat, but they are fairly stupid. They just walk left and right. The slime balls are kind of messy, so you might want to step back when you shoot one. There are some really cool secret passageways here. Try everything and anything to find them. And, oh yeah, this stage is BIG!

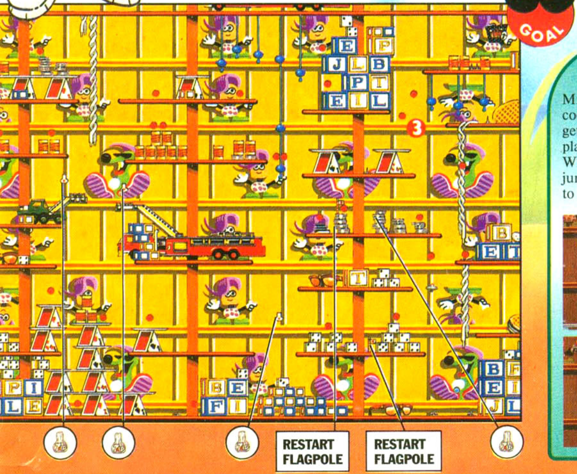



7UP
RESTART FLAGPOLE
7UP
GOAL
2

❷ U.F.O.

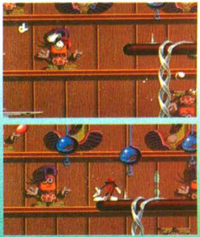
U.F.O.s are cool. Here, you can use them as steps, but you must be quick. If you stay on one too long, you'll fall off.




GOAL
3
RESTART FLAGPOLE
RESTART FLAGPOLE

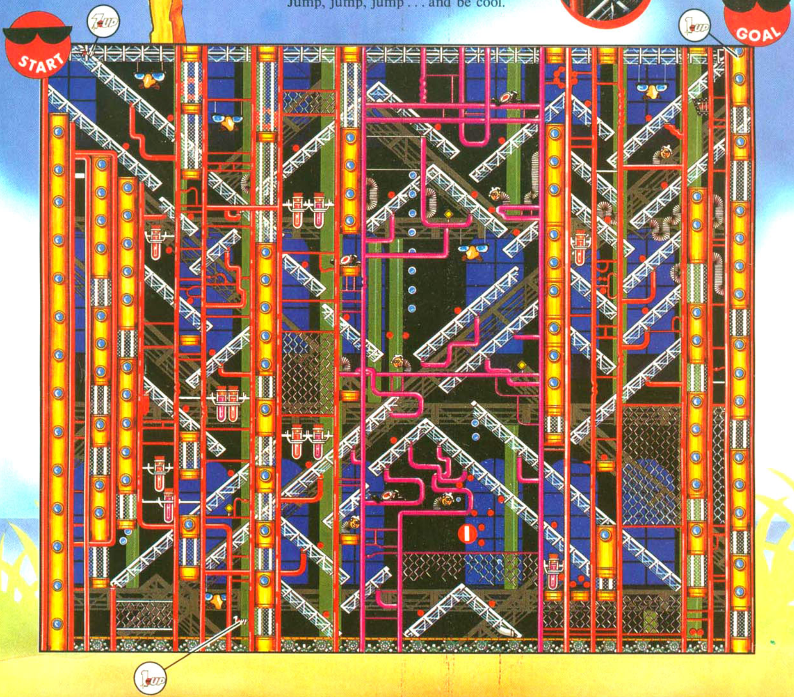
❸ JUMP!

Missing a jump is definitely not cool. Here's a tip. At point #3, get on the far left side of the playing card and run to the right. When you reach the right edge, jump as far as you can to make it to the ledge above. Whew!



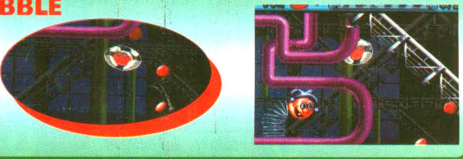
RADICAL RAILS

These slanted tracks will send you for a spin. The only way to keep your cool is to keep jumping. The captured Spot is in the upper right corner of the board, so try to stay towards the top. Look for the bubbles, they will help you immensely. This stage is pretty big and it's easy to get lost. Jump, jump, jump . . . and be cool.



① USE THE BUBBLE

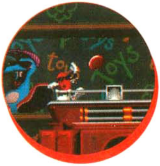
Bubbles are cool. And in this stage, they're helpful too! When you get caught in a bubble, you can float up to a higher area. Watch it though, bubbles can also pop.

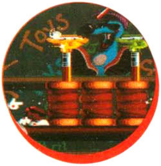


MORE COOL STAGES

WOUND UP

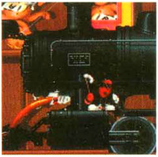
More toys? My oh my. This area is a lot like "Toying Around," but the enemies are a lot tougher. Your goal is also quite difficult to find. Good luck, Cool Spot. You're going to need it!

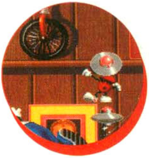




LOCO MOTIVE

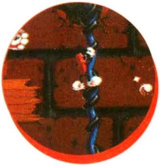
If you thought the jumps in "Wading Around" were tough, wait until you get to this chuggin' train. You should search the cars of the train for Cool Points. The tricky part is when you must jump between the blimps in the air. Look for a shortcut.

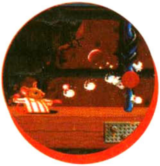




BACK TO THE WALL

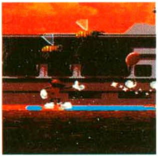
So you're inside the wall again. All of your spider and rat friends from "Off Da Wall" are back to hassle you. Lots of hidden things are hanging out behind the pipes. Use the mousetraps for a real "uplifting" experience.

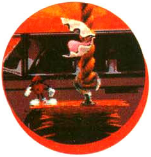




DOCK & ROLL

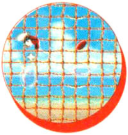
It may look a lot like "Pier Pressure," but it's a lot harder. The crabs are faster, and there are twice as many bees. Don't let these uncool characters ruin your day—you're almost there.

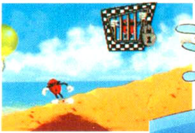


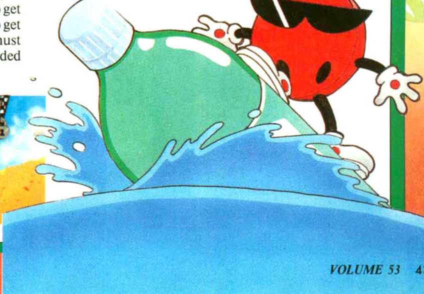


SURF PATROL

The end is near! You're on the beach again, but, of course, there are more enemies. Use the balloons to get to the many Cool Points that are in the air. If you do get to the end, congratulations! But remember, you must finish the game on the HARD level to be rewarded with the best ending. Cool.

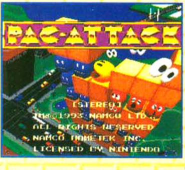






PAC-ATTACK™

What do you get when you cross Pac-Man with Tetris? You get Pac-Attack! Namco takes all the classic-munching fun of Pac-Man and tosses in the challenge of a Tetris-like puzzle game to create a truly unique gaming experience. So grab your Controller and chomp those ghosts!



PAC-ATTACK

[STEREO]

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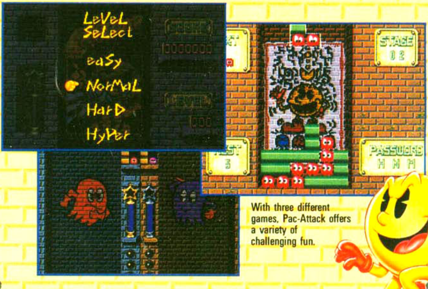
Wuka, Wuka, Wuka. . . .

For those Tetris players out there that have been waiting for a Super NES game, this one offers a new twist on the theme. As with most Tetris-style games, the play control is fairly basic and easy to control. Lining up the blocks and ghosts will prove to be an easy task for most players, but the challenge heats up quickly as the game goes on. The great play and the hot sound track will thrill Tetris fans for hours.



LeVeL SeLect

easy

NorMaL

HarD

HyPer

With three different games, Pac-Attack offers a variety of challenging fun.

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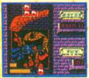
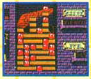
NORMAL MODE

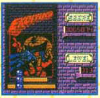
Achieving the highest score is the main objective of the Normal Mode. You can score with the blocks by forming rows, just like in Tetris, but the big points are gained by munching the ghosts.

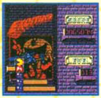




GHOSTS IN A ROW

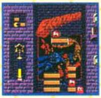
Try to line the ghosts up when you drop them. This way Pac-Man can eat them all up at the same time.

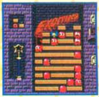




FAERIE DUST

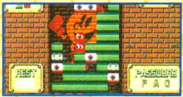
Gobble the ghosts to fill the Faerie Wand. When it is full, the faerie will take care of the excess ghosts.





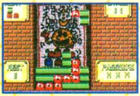
PUZZLE MODE

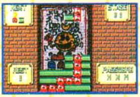
Try to eat all the ghosts with the fewest number of Pac-Men. With fewer Pac-Men and more ghosts, the levels get progressively tougher. With 100 puzzles to complete, there is going to be a lot of ghost munching!

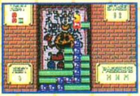


STACK'UM TIGHT

Sometimes you receive more ghosts than you can handle before the Pac-Man appears. Try to stack the ghosts in tight groups. If the ghosts get split up they will take extra Pac-Men to munch them. Some of the puzzles can only be solved with careful stacking.

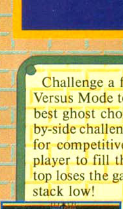


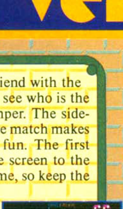




VERSUS MODE

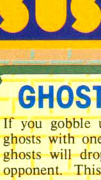
Challenge a friend with the Versus Mode to see who is the best ghost chomper. The side-by-side challenge match makes for competitive fun. The first player to fill the screen to the top loses the game, so keep the stack low!

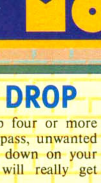




GHOST DROP

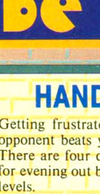
If you gobble up four or more ghosts with one pass, unwanted ghosts will drop down on your opponent. This will really get them Pac-ed off!

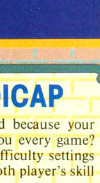




HANDICAP

Getting frustrated because your opponent beats you every game? There are four difficulty settings for evening out both player's skill levels.





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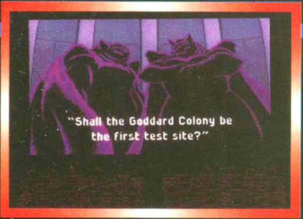
WING COMMANDER® THE SECRET MISSIONS™

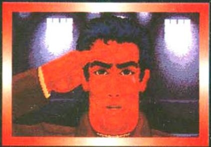
The Goddard colony is under attack by a new Kilrathi weapon and the fighter wings of the Tiger's Claw must end the threat. Only your skill as a space pilot can turn back the tide of destruction. Mindscape's classic space combat game returns with new missions and much more.

DON'T BE CAUGHT CATNAPPING

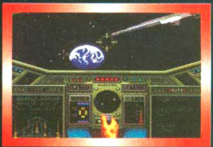


"Shall the Goddard Colony be the first test site?"

As the game begins, you'll witness a cinematic meeting of the Kilrathi commanders on Warhammer II, one of the last Kilrathi worlds in Terran space. Their chilling plot plunges the Tiger's Claw into action.



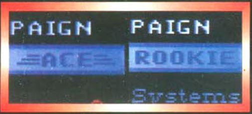
After choosing your handle, you'll go to the briefing room to receive mission instructions.



Once in the cockpit, you'll set off in search of Kilrathi patrols and other military targets.

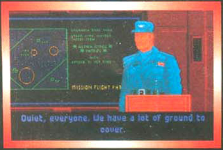
Wing Commander: The Secret Missions puts you in the cockpit for danger and glory. Veteran Wing Commander pilots will feel right at home since the controls and views remain unchanged from the original Super NES game. With a new story and new options, however, vets and rookies alike will want to check out the action. Missions consist of search and destroy patrols, escort duty, and interception of specific strikes on enemy targets. Between missions, you'll be updated back on your base carrier–the Tiger's Claw. Briefing sessions in a cinema scene format inform you about your upcoming mission, but also keep the story moving along. You can also learn tactics and gain more insight into the story by talking to other crew members in the ship's lounge. While flying missions, you'll have to navigate to predetermined locations, select weapons, give commands to your wingman, monitor all ship's systems, identify enemies and attack them without mercy. The combination of fast action in space and excellent sci-fi story-telling adds up to a winner.

NEW EXPERIENCES



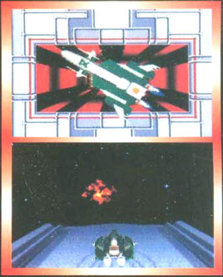
A great new option lets you choose from two levels of difficulty: Rookie or Ace. In the Rookie mode, your aim doesn't have to be nearly as accurate to knock out your feline foes.

Some vets may argue that one Wing Commander mission is pretty much like another, but they would be missing the fuller experience of the game. After a successful mission, you'll return to the Tiger's Claw and learn more about the mysterious threat that the Kilrathi have been hatching. Each mission adds to the reality of the overall story, plus the challenge level goes up. The 16 new missions in this game also include new weapons, new ships (both for your use and for the Kilrah Empire) and lots of variety. Another new feature is your choice of two levels of difficulty. The Ace option puts you up against the best Kilrathi pilots and requires lots of skill. The Rookie option allows anyone to go far on a minimum of practice. There's also a password for saving your progress.



Quiet, everyone. We have a lot of ground to cover.

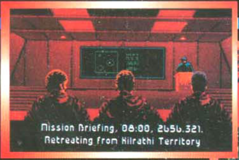
The Commander has his hands full of new mission targets and objectives. In all, the Secret Missions has 16 levels of new action for pilots to master.



The great animation sequences showing ship launches, explosions, briefings and other events look even better in Secret Missions.

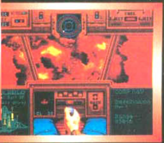
MISSION BRIEFINGS

Most space combat games are a simple matter of flying and blasting. Wing Commander games make you think. Carefully note your instructions and mission objectives in the pre-flight briefing. Most missions consist of several elements and require you to fly to three or four locations where you'll be sure to engage Kilrathi pilots. During combat, you can utilize special maneuvers to help you overcome the greater numbers of the attacking Kilrathis. (Look in Volume 45 of Power to learn about special attack moves.) Another important aspect of your job is being able to identify good guys and bad guys. Ships often move so quickly that you have only a split second to decide whether to blast them or not. You'll have to recognize Terran ships, Kilrathi fighters, civilian craft, satellites and other space objects. Only experience will make you an expert on all the variations. Other tactics include communicating with your wingman and taunting Kilrathis. Let 'em know you're going to kick some cat!

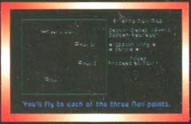


Mission Briefing, 08:00, 2656.321.
Retreating from Kilrathi Territory

1 In mission briefings, you'll get the big picture and the small picture. Most of the story is revealed at these sessions.

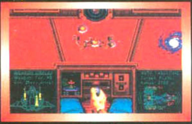


4 Use guns during dogfights to preserve missiles for large targets.

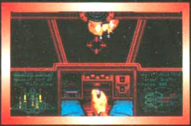


You'll fly to each of the three Nav points.

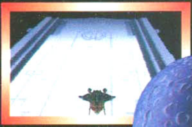
2 The Navigation Map helps you locate yourself and your targets in the sector.



5 Use strategies like attacking from the rear to hit the vulnerable engines of the enemy's ships.



3 The radar screen shows the location of friends and foes. Know where the enemy is, then attack.



6 At the end of the mission, contact the Tiger's Claw and autopilot will bring you on home.

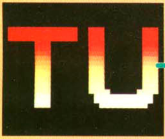
CLASSIFIED INFORMATION

STREET FIGHTER II TURBO

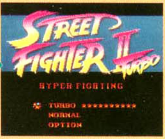
■ FROM AGENT #082

Super Hyper Speed

Agent #082 has found the first awesome code for Street Fighter II Turbo. Normally you can set the Hyper Speed at a maximum of four stars, but with this code you will be able to turn it up to an incredible ten stars! When you first turn on the game, wait until the TURBO logo starts flashing across the screen, then, on Controller II, press Down, R, Up, L, Y and B. You must enter the code before the next screen appears. With this kind of speed your fights will last only a few seconds. Now that's Hyper!



Quickly enter the code while the TURBO logo is flashing across the screen.



If you enter the code correctly, you can select a speed of up to 10 stars!

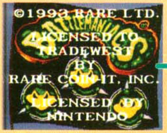
BATTLEMANIACS

■ FROM AGENT #677

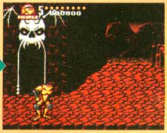
Extra Toads and Continues

Gaining extra Toads and Continues can be easy with this code! On Controller I, Hold Down, A and B before the Title Screen appears. When it appears, press the Start Button to begin the game. You will have five Toads in reserve when you start the game, plus five Continues! With this code you will be able to advance much further in your quest to defeat the Dark Queen.

On Controller I: Hold Down, A & B, then press Start.



Before the Title Screen appears, hold Down and the A and B Buttons.



While holding the buttons press Start to begin with five Toads and five Continues.

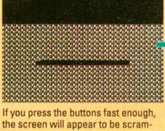
BRAWL BROTHERS

■ FROM AGENT #737

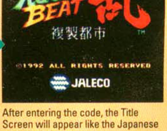
Different Title Screen

You can change the Title Screen and text of the game, Brawl Brothers, to that of its Japanese counterpart by using this code. When the "Jaleco" screen appears, press B, A, X and Y repeatedly. If you do this fast enough, the screen will change and appear to be scrambled. Wait until you hear the sound of a sword slash, then press Start. When the screen changes, press Down, Down, Down, and Start. Exit the Option Screen to see the title screen of the Japanese version of the game.

Press B, A, X and Y repeatedly until the screen changes.



If you press the buttons fast enough, the screen will appear to be scrambled.



After entering the code, the Title Screen will appear like the Japanese version of the game.

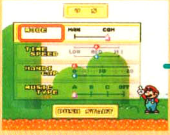
YOSHI'S COOKIE

FROM AGENT #295

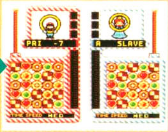
Tougher Opponents

When you play the Vs. Mode of Yoshi's Cookie for the Super NES, there are normally only four computer players to choose from. Use this code to access four more computer players. These challengers are a different color from the first four and are much harder to beat! To access the extra players, enter the Vs. Mode and set the Mode to COM. Hold the L, R, X and then press the Start Button to begin the game. Your opponents will not change color until you start playing the match.

On Vs. Mode, Hold L, R, X and then press Start.


MODE
MAN
COM
TIME SPEED
LOW
MED
HI
MUSIC TYPE
A
B
C
OFF
PUSH START

Set the MODE to computer, then press L, R, X, and Start at the same time.

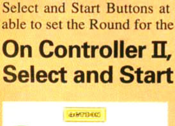

PRI -7
A SLAVE
TIME SPEED MED

The challengers will be a different color and a whole lot tougher to beat.

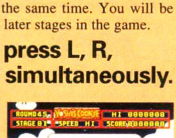
Bonus Rounds

If you found the first ten rounds of the Action Mode fairly easy to beat, it is time to play the bonus game! Use this code to access any of the stages from one to 99. On the Title Screen select the Action Mode and press Start. Set the Round to 10, the Speed to HI and the Music Type to OFF. On Controller II, press the L, R, Select and Start Buttons at the same time. You will be able to set the Round for the later stages in the game.

On Controller II, press L, R, Select and Start simultaneously.


ACTION
ROUND
10
SPEED
LOW
MED
HI
MUSIC TYPE
A
B
C
OFF
PUSH START

In the Action Mode, set the Round to 10, Speed to HI, and the Music OFF.


ROUND45
STAGE 8 1
YOSHI'S COOKIE
SPEED HI
HI 0000000
SCORE0000000

Enter the code with Controller II to access Rounds 1-99 in the Bonus Game.

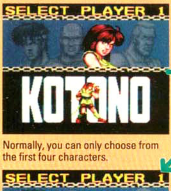
TUFF E NUFF

FROM AGENT #459

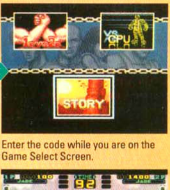
Boss Codes

Normally, you can only use the four main characters, but this code will allow you to use the Bosses in a match against the computer. On the Game Select Screen, press Left three times, Right three times, then Left seven times. The VS. MODE game should be highlighted. When you press Start, a special Character Select screen will appear and let you select any of the characters.

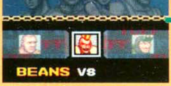
Left 3 times, Right 3 times, Left 7 times.


SELECT PLAYER 1
KOTONO

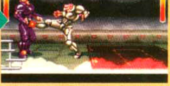
Normally, you can only choose from the first four characters.


VS CPU
STORY

Enter the code while you are on the Game Select Screen.

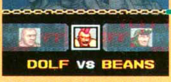

SELECT PLAYER 1
BEANS VS

Press Left 3 times, Right 3 times, Left 7 times, then press Start.

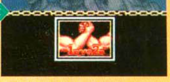


You can select any of the characters, including the seven bosses.

You can access the special Player Select Screen on the 2-Player game with just a few extra steps. After entering the Bosses Code that's listed above, reset the game and return to the Game Select Screen. Press Right three times, Left three times, Right seven times, then press Start to access the extra players.


SELECT PLAYER 2
DOLF VS BEANS

To play with the Bosses in the 2-Player Mode, enter the code above, then reset the game.


VS CPU
STORY

On the Game Select Screen, press Right 3 times, Left 3 times, Right seven times, then Start.

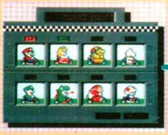
CLASSIFIED INFORMATION

SUPER MARIOKART

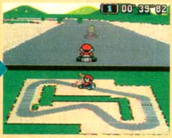
From Agent #640

Race The Computer

With a little added challenge, you can post great times on the Time Trial in Super Mario Kart. This trick will allow you to race against any computer-controlled ghost driver that you want. When you start the game, enter the 1-Player Time Trial as you normally would. When you are at the Driver Select Screen, press Start on Controller II. A flashing COM will appear in one of the boxes above the drivers. Select your opponent with Controller II, then get ready to race.



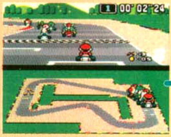
When you are selecting your driver, press Start on Controller II.



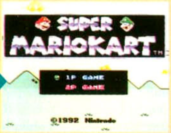
You'll get all the challenge without the risk of a collision.

Switch Screens

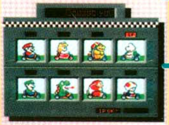
When you are racing a 1-Player Grand Prix, the split screen usually shows the map on the bottom of the screen while you race on top. With this simple trick, you can switch things around and race on the bottom of the screen. When you begin playing, press the B Button on Controller II. Select a 1-Player game, hold the L and R Buttons and press Start. Select the class, driver and track and begin racing.



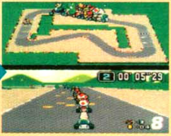
When you are in a 1-Player race, the map is normally on the bottom.



With Controller II, select a 1-Player game, hold L and R, then press Start.



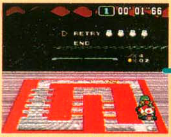
Select your kart class, driver, and track with Controller II.



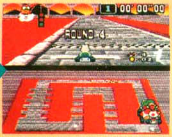
Now when you race the map screen will be flipped around to the top.

Extra Credits

If you don't finish a race within the top four places, you will need to use a Credit to race again. You start the game with only three Credits, but it is possible to gain more. You can earn extra credits by finishing three races in the exact same position. Unless you already have the tracks mastered, you may find it easier to finish three races in second or third place.



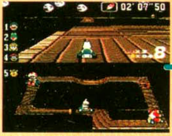
If you are not within the top four finishers, you will need a Credit to continue racing.



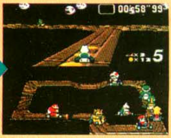
Finish three races in the exact same place to gain an extra Credit.

Shortcuts

Ghost Valley I

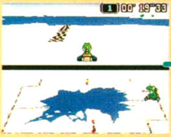


If you have a feather, head straight for the wall when you see the platform across the gap.

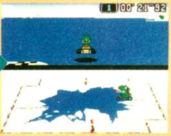


Hit the A Button to use the feather just before you hit the wall and you will make the jump.

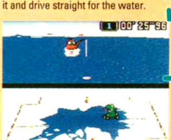
Vanilla Lake 2



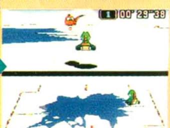
Cross the finish line, then line up along it and drive straight for the water.



Just before you go into the drink, hit L or R to get a good jump.



Drive as far out into the water as you can, then turn left before the Fishing Lakitu gets you.



If you cross the Finish Line while the Lakitu has you, it counts as a lap!

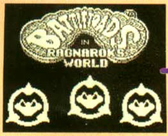
BATTLETOADS
IN
RAGNAROK'S WORLD

From Agent #534

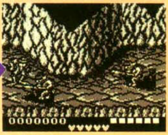
Extra Toads

The Extra Toad trick, sent to us by Agent #534, will help boost you into the later stages. When you turn on your Game Boy, wait until the Title Screen appears to enter the code. Hold Down on the Control Pad and both the A and B Buttons, then press Start. You will begin the game with five Toads in reserve instead of the normal three. When you continue the game, you must re-enter the code to get the extra Toads.

Down, A & B, then press Start.


BATTLETOADS
IN
RAGNAROK'S WORLD

On the Title Screen, hold Down, A and B, then press Start.



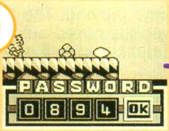
You will start the game with five Toads instead of the normal three.

HUDSON'S
ADVENTURE
ISLAND II

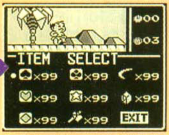
From Agent #806

Well-Stocked Start

There are many helpful Power-Ups you can get in Adventure Island II for Game Boy. With this special password you can start the game with a full reserve of items. On the Title Screen select PASSWORD to go to the password screen. Enter 0894 as your password and select OK. When you begin the game at area 1-1 Coastal Clash, you will gain 99 of each of the special Power-Ups.


PASSWORD
0 8 9 4
OK

When you begin the game, enter 0894 as your password.


00
03
ITEM SELECT
×99
×99
×99
×99
×99
×99
×99
×99
EXIT

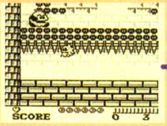
You will begin the game with 99 of each item and only three extra men.

BUBBLE BOBBLE
PART 2

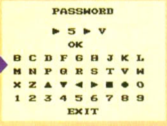
From Agent #406

Stage Select

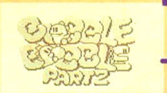
Bubble Bobble 2 for Game Boy contains a secret Stage Select that is great for getting past the more difficult stages in the game. To access the Stage Select, go to the Password Screen and enter the special password that is show in the photos below, then press the Start Button. The Stage Select will appear at the bottom of the Title Screen. Choose the stage you want to start on with by pressing Up or Down on the Control Pad, then Press Start to begin playing.



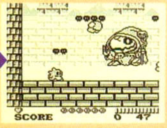
The later stages of the game may prove to be too tough for some players.


PASSWORD
▶ 5 ▶ V
OK
B C D F G H J K L
M N P Q R S T V W
X Z ▲ ▼ ◀ ▶ ■ ● O
1 2 3 4 5 6 7 8 9
EXIT

You can skip past difficult stages by entering the password above.


BUBBLE BOBBLE
PART 2
START ROUND 80

When you press the Start Button, the Stage Select screen will appear.



You can choose any of the 80 stages, including the Final Boss stage.

SECRET AGENTS WANTED

A popular activity among Nintendo game players is developing tips and strategies. If you would like to share your own special tips with us, send them in! Choose your own three-digit agent number and be sure to include it with your codes.

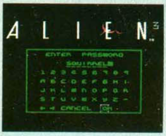
Our Address is:
Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA
98073-9733

CLASSIFIED PASSWORDS

Here is your chance to get that extra head start in your game playing. The crew at Nintendo Power has pulled out its password files and put together this special Classified feature for you. Check out the passwords to your favorite games, and add them to your own password file!

STAGE 2: .... QUESTION
STAGE 3: .... MASTERED
STAGE 4: .... MOTORWAY
STAGE 5: .... CABINETS
STAGE 6: .... SQUIRREL

Each stage in Alien³ consists of several missions that take both skill and time to complete. With these passwords you can explore the later stages without having to work through the early ones. Because the game is set up in a continuous story line, you may want to explore each stage in the order shown.

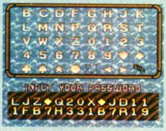


Use the Control Pad to highlight the letters then press the B Button.

Good luck defeating the Mother Alien. It's one tough fight!

SUPER
BLACK BASS

These passwords let you enter on the first day of each of the advanced tournaments. You'll get a chance to practice catching the big ones on each lake, but you will still need to hone your fishing skills to take first place.



INPUT YOUR PASSWORD
LJZ◆Q20X◆JD11
1FB7H331B7R19

After you have entered your password, highlight END and press the A Button.

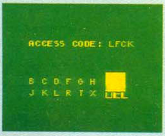
AMATEUR: LJZ◆Q20X◆JD11
1FB7H331B7R19

PRO: FBQ◆P7M♥CR97T
15T3D7D1JV117

SUPER PRO: 15Q★F22222D5B
9DVFJ751BV9BF

OUT OF THIS
WORLD

You can use these passwords to skip around the story of Out of This World. Only seven of the chapters are included here, so you will still need to play the game a bit to see the entire story. On the Continue Screen, use A or B to enter the password.



ACCESS CODE: LFCK

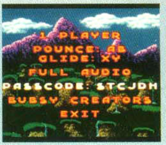
After entering the password, highlight OK, then press any Button.

Underground Caverns: LBKG
Flood the Caverns: KRFK
Disconnect the Power: DDRX
Escape from the City: BRTD
Outside the City: TFBB
Rescue Your Friend: TXHF
The Final Escape: LFCK

CLASSIFIED PASSWORDS

BUBSY
IN
CLAWS ENCOUNTERS
OF THE FURRED KIND

All the passwords for the later stages of Bubsy are included with this giveaway! To enter a password you must press the Select Button when you are at the Title Screen to reveal the Option Screen. Highlight ENTER PASSWORD and press Select again. Use the Control Pad to input the Password, press Select then Start to begin the game.


1 PLAYER
POUNCE: AB
GLIDE: XY
FULL AUDIO
PASSCODE: STCJDH
BUBSY CREATORS
EXIT

On the Title Screen, press Select to access the Option Screen, then enter the password.

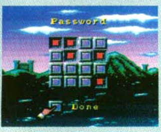
1010
26
9:48
9

Check out the all of the wild stages that appear in the later parts of the game.

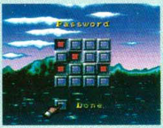
CHAPTER 5:	**LBLNRD**	**CHAPTER 9:**	**DBKRRB**	**CHAPTER 13:**	**TGRTVN**
CHAPTER 6:	**JMDKRK**	**CHAPTER 10:**	**MSFCTS**	**CHAPTER 14:**	**CCLDSL**
CHAPTER 7:	**STGRTN**	**CHAPTER 11:**	**KMGRBS**	**CHAPTER 15:**	**BTCLMB**
CHAPTER 8:	**SBBSHC**	**CHAPTER 12:**	**SLJMBG**	**CHAPTER 16:**	**STCJDH**

KING
ARTHUR'S
WORLD

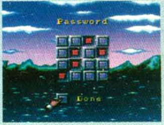
Lead King Arthur and his armies against the forces of evil with these great passwords. You can start your armies from any of the three later worlds, or skip all the way to the Final Boss. When entering a password, you must fill in the grid to match the corresponding photo below.



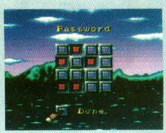
This password will allow you to skip past the training stages at the beginning of the game.



Your armies enter the dark Goblin Underworld when you enter this password.



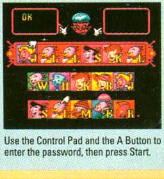
The Cloud World is all that remains for your armies to conquer in the levels ahead.



Have you finally met your match with the Demon Overlord? Try it to find out!

Super
Widget

Take on Flim Flam or the Mega Slank at the beginning of the game with a little help from Nintendo Power. Now that you have all the passwords for the last half of the game, Widget shouldn't have any problem saving the universe from all those evil bad guys.



Use the Control Pad and the A Button to enter the password, then press Start.

STAGE 7: ....RBJRHR
STAGE 8: ....JBJKFW
STAGE 9: ....RJLJHH
STAGE 10: ....JJJLHF
STAGE 11: ....WSKRKL
STAGE 12: ....JSLHKL
SPECIAL 2: ....RLJBKL

CLASSIFIED PASSWORDS

THE LOST VIKINGS

LEVEL 5: LLM0

LEVEL 12: .... QCKS

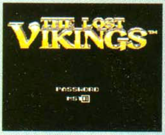
LEVEL 18: .... JLLY

LEVEL 26: NFL8

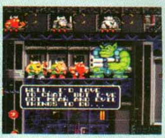
LEVEL 34: .... TFFF

LEVEL 37: .... MSTR

Each of these passwords will take the Vikings to a new area of the Game. The final level is also included in case you want to try your hand against the final Boss. When you enter the password, use the Control Pad to enter the letters, then press the Start Button to begin playing.



Enter any of the four letter passwords by using the Control Pad, then press the Start Button.



Try your hand at taking on the Final Boss. You will need all three Vikings to do it!

YOSHI'S COOKIE

ROUND 5-5: 5G9SVLM

ROUND 6-5: TWPSV0V

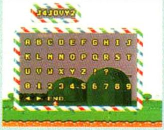
ROUND 7-5: ...... .96?VY5

ROUND 8-5: ...... F_96VL2

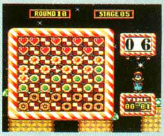
ROUND 9-5: 7X5BV52

ROUND 10-5: J4JDVY2

If you find yourself getting stuck on some of the tougher stages of the Puzzle Mode, use these passwords to skip to the middle of any of the later rounds. At the beginning of the game, when you use the Control Pad to select your starting round, go beyond 10 to make the password option appear.



After you enter the password, highlight END and press the A Button to start playing.



Try your hand at some of the tougher puzzles near the end!

GRAY MATTER PRESENTS:
B.O.B.

WORLD 2-1: 672451

WORLD 2-7: 265648

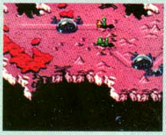
WORLD 2-16: 583172

WORLD 3-1: 743690

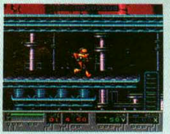
WORLD 3-7: 144895

WORLD 3-13: 481376

With the help of a few great passwords, you can hurry B.O.B. on the way to his date. Each of the following passwords will get you beyond some of the more difficult areas in the last two worlds. Will B.O.B. find his car and pick up his girlfriend on time? Play it to find out!



Three difficult worlds stand between B.O.B. and his girlfriend.



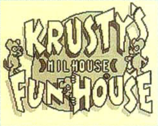
Use these passwords to skip past the more difficult areas of the game.

CLASSIFIED PASSWORDS

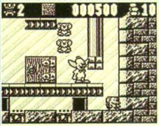
KRUSTY'S FUN HOUSE

LEVEL 2: .... MCBAIN
LEVEL 3: .... MILHOUSE
LEVEL 4: .... CMBURNS
LEVEL 5: .... PRINCESS

Oh, No! The Funhouse is infested with rats! Help Krusty clear the funhouse of the rodents by leading all of them to their doom. If the beginning puzzles of this game are too easy for you, try entering one of these passwords to access the harder levels. Good luck!


KRUSTY'S
MILHOUSE
FUN HOUSE

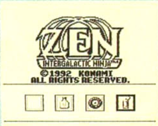
After pressing the Start Button, change the password with the Control Pad.



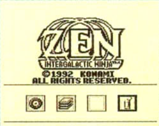
Helping Krusty clear the Funhouse of rats can be taxing!

ZEN
INTERGALACTIC NINJA™

Input the passwords in Zen: Intergalactic Ninja by lining up four pictures correctly. Match your password to any of the photos below to start the game with some of the stages already finished. The fourth photo shows the password that will take you to the final stage of the game.


ZEN
INTERGALACTIC NINJA™
©1992 KONAMI
ALL RIGHTS RESERVED.

Enter this password to start the game with the Smog Level already completed.


ZEN
INTERGALACTIC NINJA™
©1992 KONAMI
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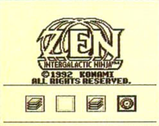
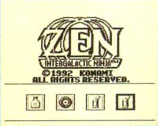
Skip past the Dust Level when you enter this password combination.


ZEN
INTERGALACTIC NINJA™
©1992 KONAMI
ALL RIGHTS RESERVED.

After the Water Level, you will only have two levels left to finish.


ZEN
INTERGALACTIC NINJA™
©1992 KONAMI
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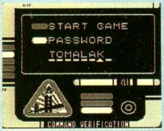
Only the Final Level stands between you and final victory!

STAR TREK
THE NEXT GENERATION

ENSIGN: .... Q
LIEUTENANT: ... BARCLAY
LT. CMDR: .... TOMALAK
COMMANDER: .. RO LAREN
CAPTAIN: .... LOCUTUS

As you rise in rank in Star Trek: The Next Generation, all of the missions become more difficult. Use any of the passwords below to quickly raise your rank and take on a greater challenge. These passwords will boldly take you where no password has taken you before!


START GAME
PASSWORD
TOMALAK
COMMAND VERIFICATION

On the Title Screen, select the Password Option, then enter one of the names listed at the left.

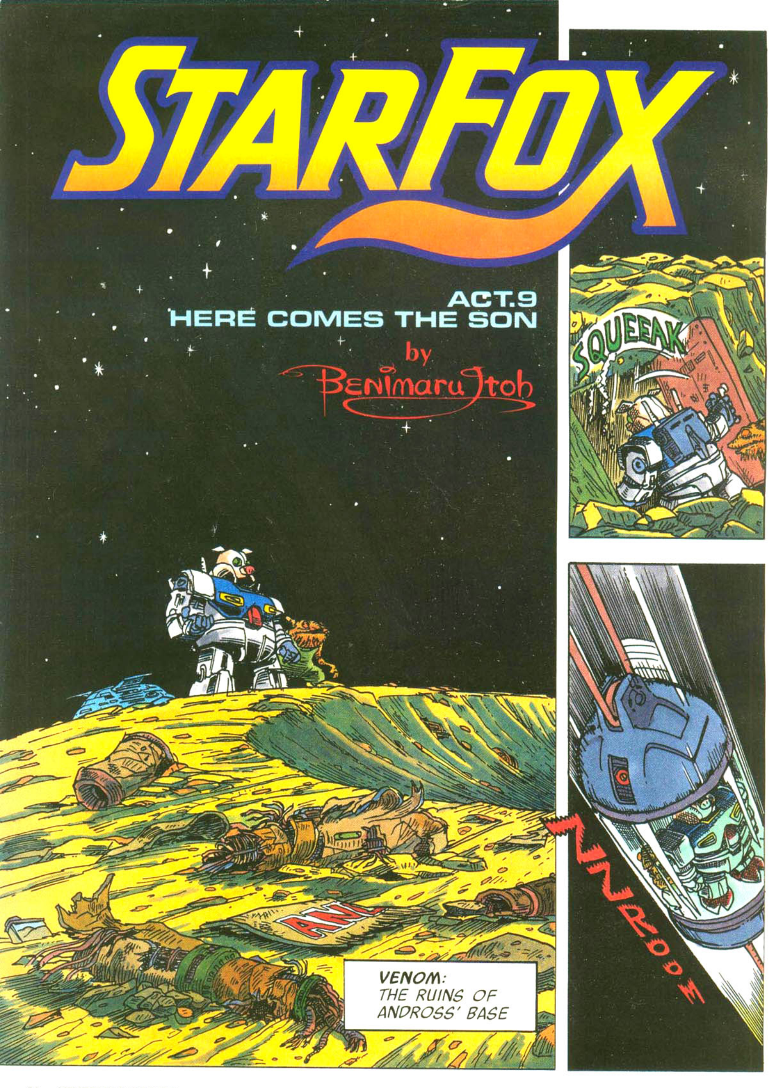
A LETHAL VIRUS HAS BEEN DETECTED ON THE PLANET.

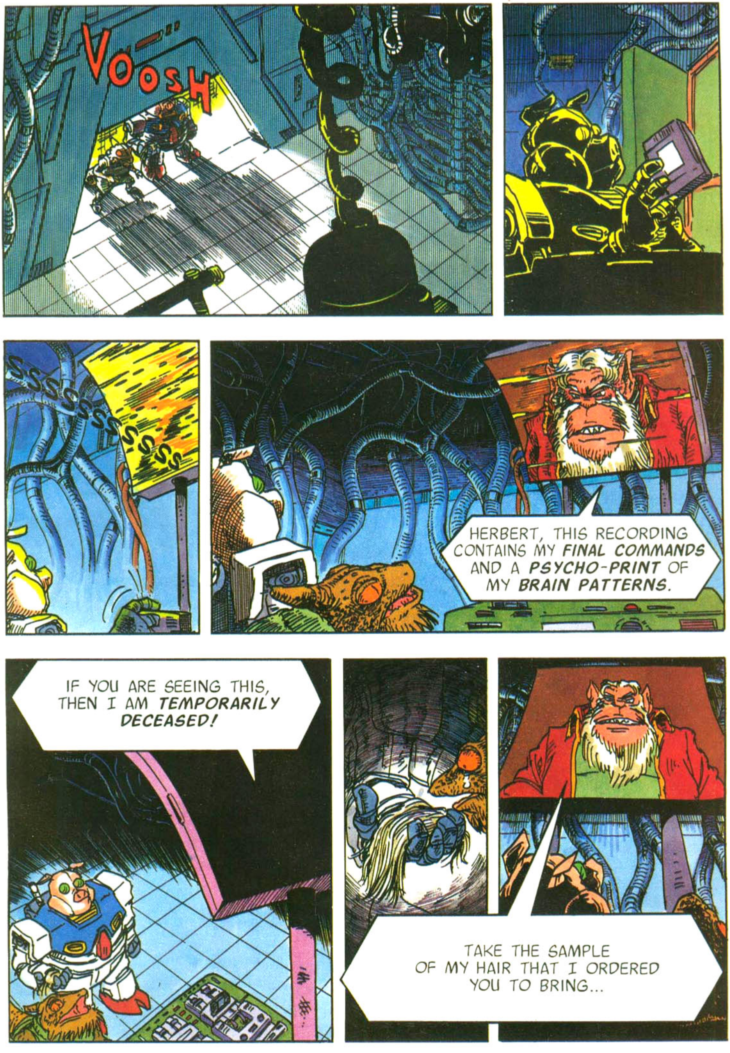
When you are Captain of the Enterprise, your missions are going to get really tough.

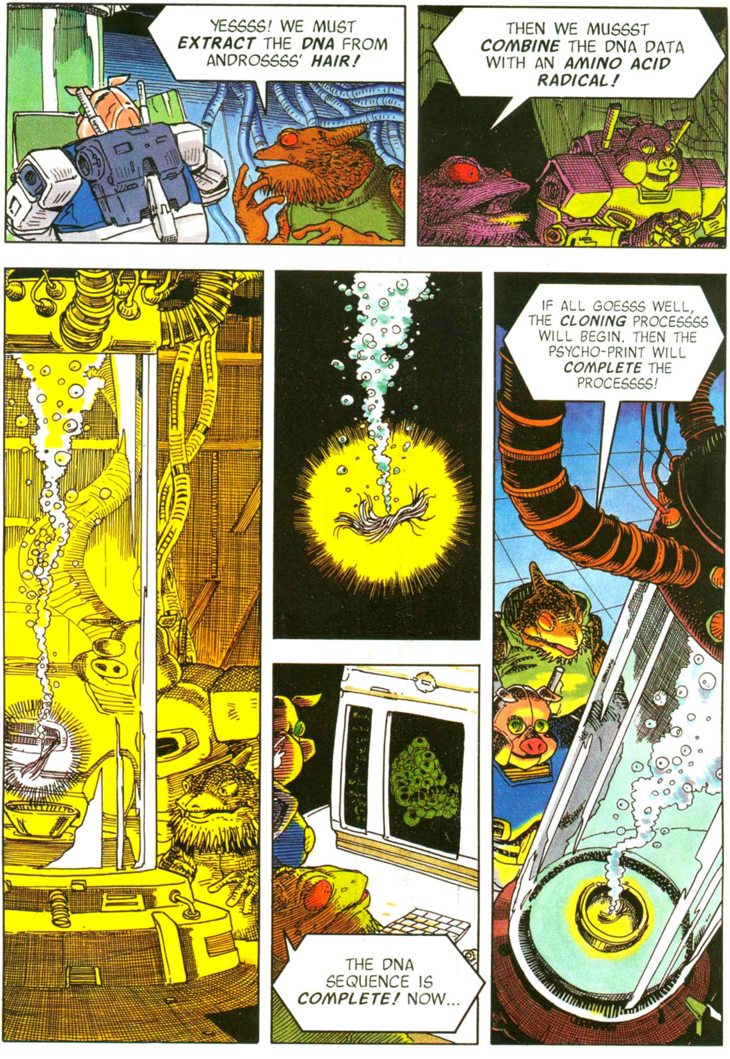
STARFOX

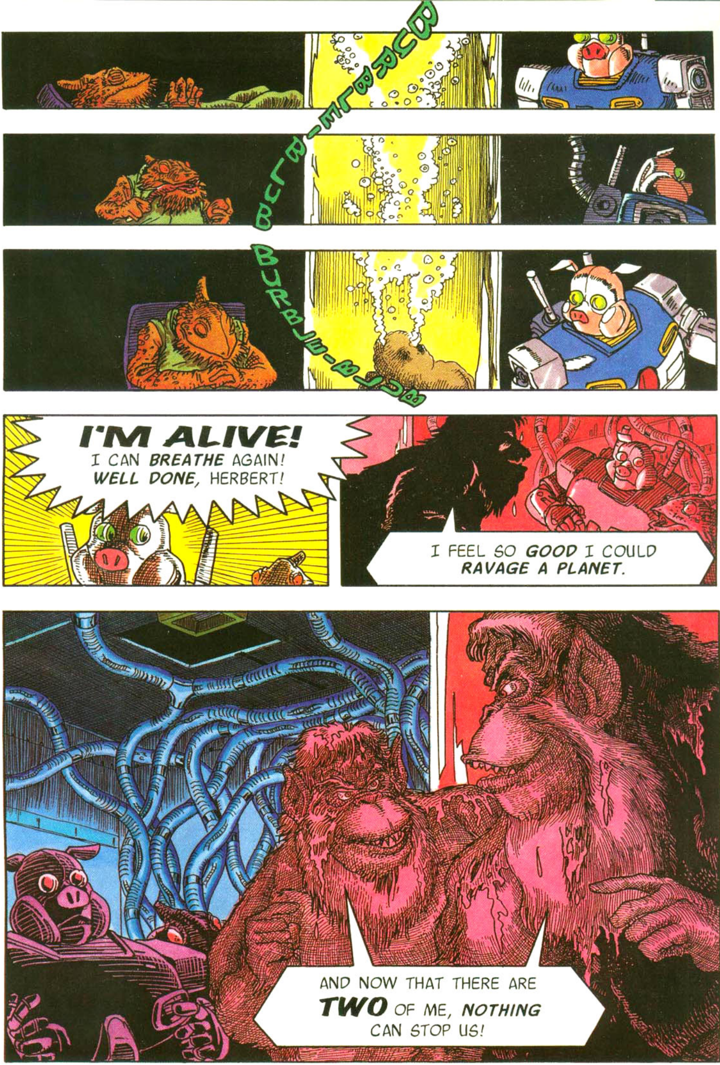
ACT.9
HERE COMES THE SON

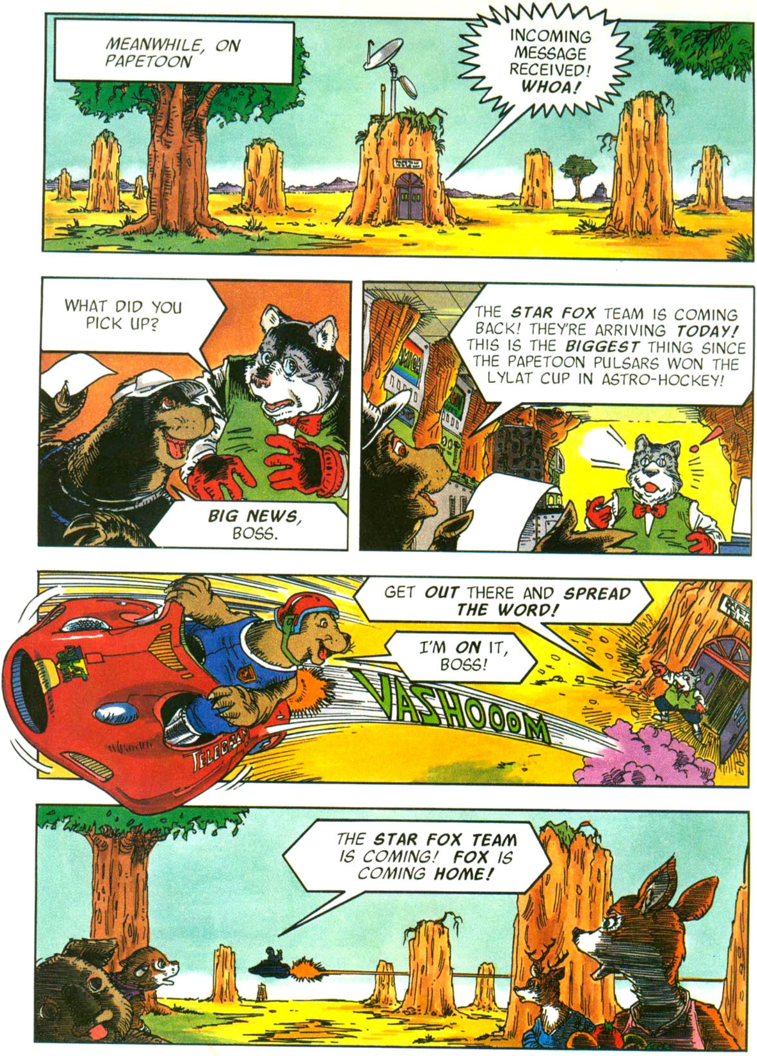
by Benimaru Itoh

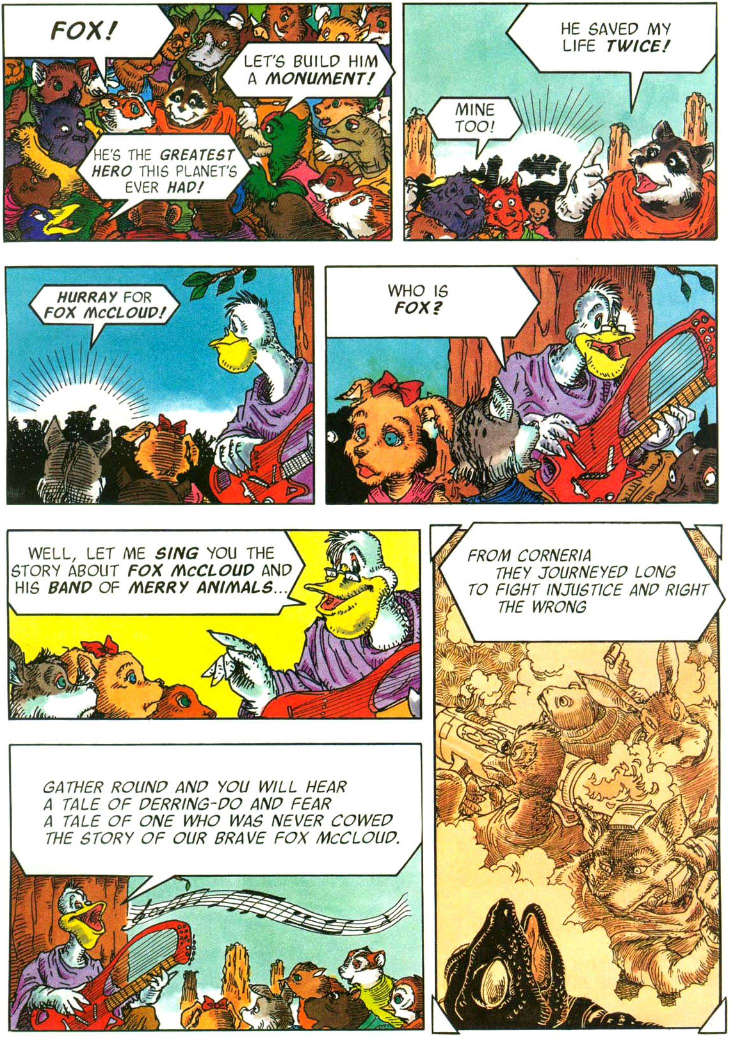

VENOM: THE RUINS OF ANDROSS' BASE
SQUEEAK
NNROOOM

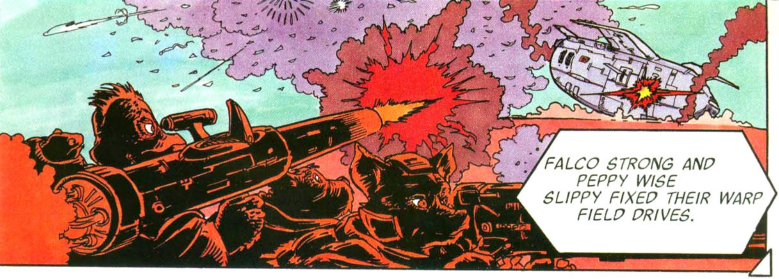

VOOSH
SSSSSSSSSSSSS
HERBERT, THIS RECORDING CONTAINS MY **FINAL COMMANDS** AND A **PSYCHO-PRINT** OF MY **BRAIN PATTERNS.**
IF YOU ARE SEEING THIS, THEN I AM **TEMPORARILY DECEASED!**
TAKE THE SAMPLE OF MY HAIR THAT I ORDERED YOU TO BRING...

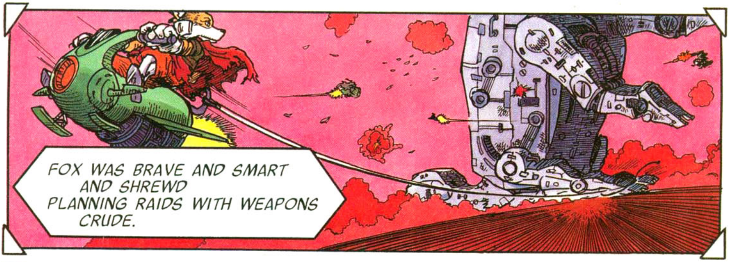

YESSSS! WE MUST **EXTRACT** THE **DNA** FROM ANDROSSSS' **HAIR!**
THEN WE MUSSST **COMBINE** THE DNA DATA WITH AN **AMINO ACID RADICAL!**
IF ALL GOESSS WELL, THE **CLONING** PROCESSSS WILL BEGIN. THEN THE PSYCHO-PRINT WILL **COMPLETE** THE PROCESSSS!
THE DNA SEQUENCE IS **COMPLETE!** NOW...

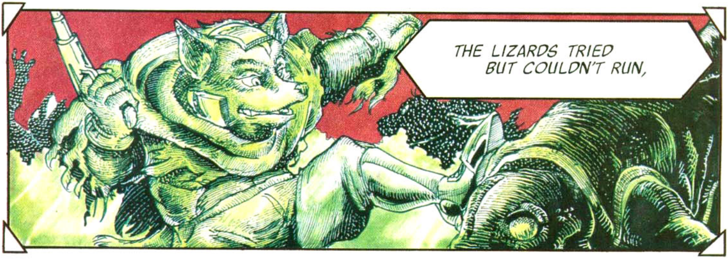

BURBLE-BLUB BLUB BURBLE-BLOB
I'M ALIVE! I CAN BREATHE AGAIN! WELL DONE, HERBERT!
I FEEL SO GOOD I COULD RAVAGE A PLANET.
AND NOW THAT THERE ARE TWO OF ME, NOTHING CAN STOP US!

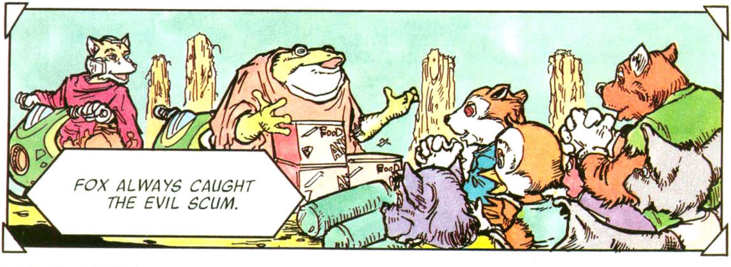

MEANWHILE, ON PAPETOON
INCOMING MESSAGE RECEIVED! **WHOA!**
WHAT DID YOU PICK UP?
BIG NEWS, BOSS.
THE **STAR FOX** TEAM IS COMING BACK! THEY'RE ARRIVING **TODAY!** THIS IS THE **BIGGEST** THING SINCE THE PAPETOON PULSARS WON THE LYLAT CUP IN ASTRO-HOCKEY!
GET **OUT** THERE AND **SPREAD THE WORD!**
I'M **ON** IT, BOSS!
VASHOOOM
THE **STAR FOX TEAM** IS COMING! **FOX** IS COMING **HOME!**

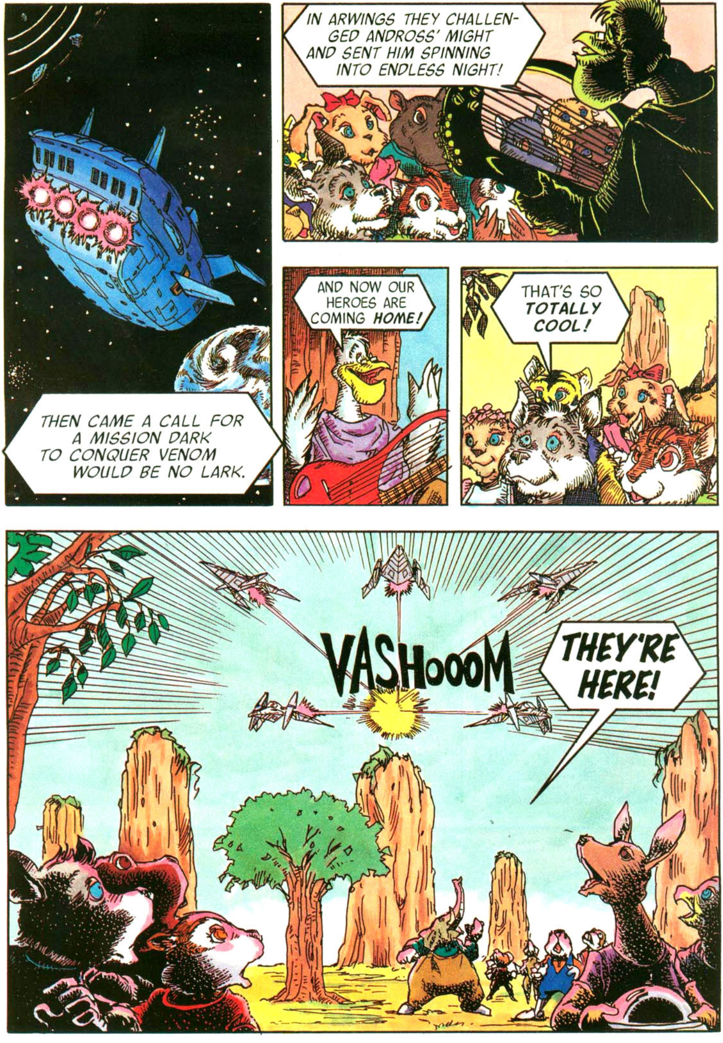

FOX!
LET'S BUILD HIM A **MONUMENT!**
HE'S THE **GREATEST HERO** THIS PLANET'S EVER **HAD!**
HE SAVED MY LIFE **TWICE!**
MINE TOO!
HURRAY FOR **FOX McCLOUD!**
WHO IS **FOX?**
WELL, LET ME **SING** YOU THE STORY ABOUT **FOX McCLOUD** AND HIS **BAND** OF **MERRY ANIMALS**...
FROM CORNERIA THEY JOURNEYED LONG TO FIGHT INJUSTICE AND RIGHT THE WRONG
GATHER ROUND AND YOU WILL HEAR A TALE OF DERRING-DO AND FEAR A TALE OF ONE WHO WAS NEVER COWED THE STORY OF OUR BRAVE FOX McCLOUD.

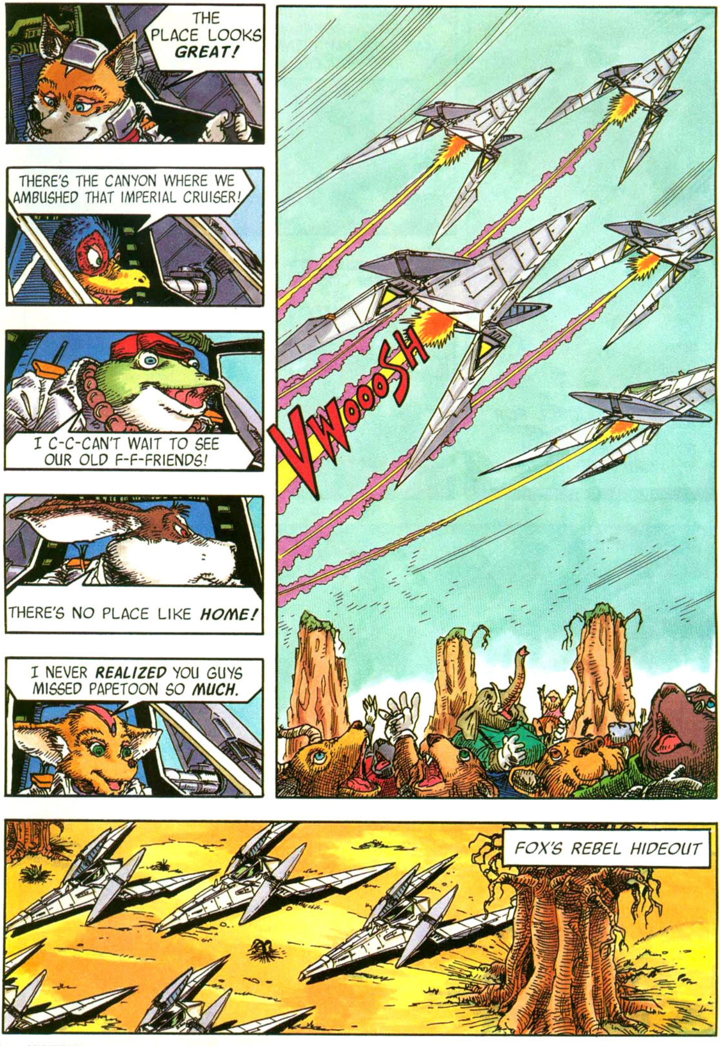

FALCO STRONG AND PEPPY WISE
SLIPPY FIXED THEIR WARP FIELD DRIVES.

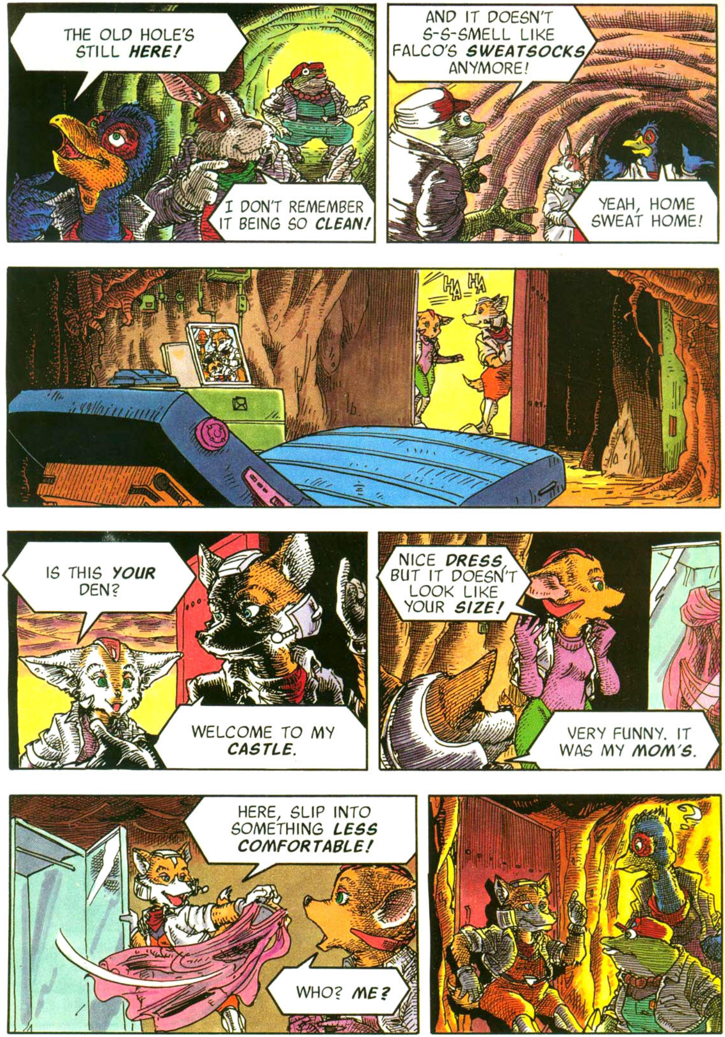

FOX WAS BRAVE AND SMART AND SHREWD
PLANNING RAIDS WITH WEAPONS CRUDE.

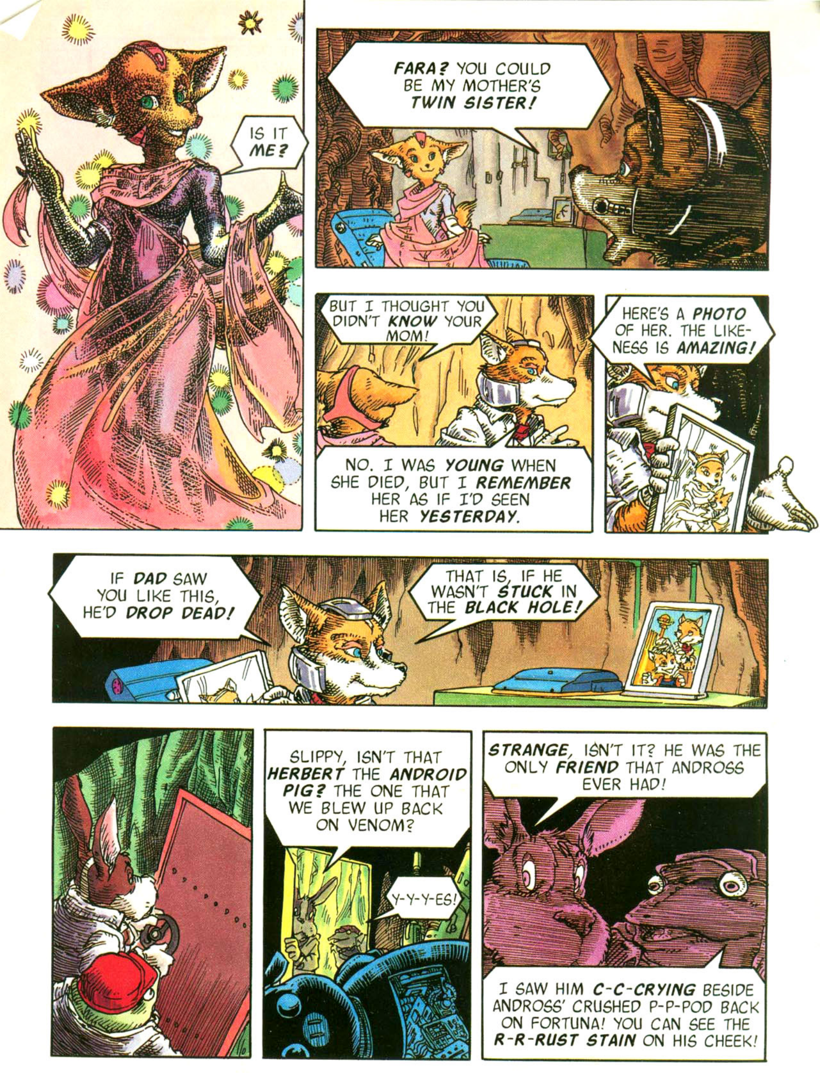

THE LIZARDS TRIED BUT COULDN'T RUN,

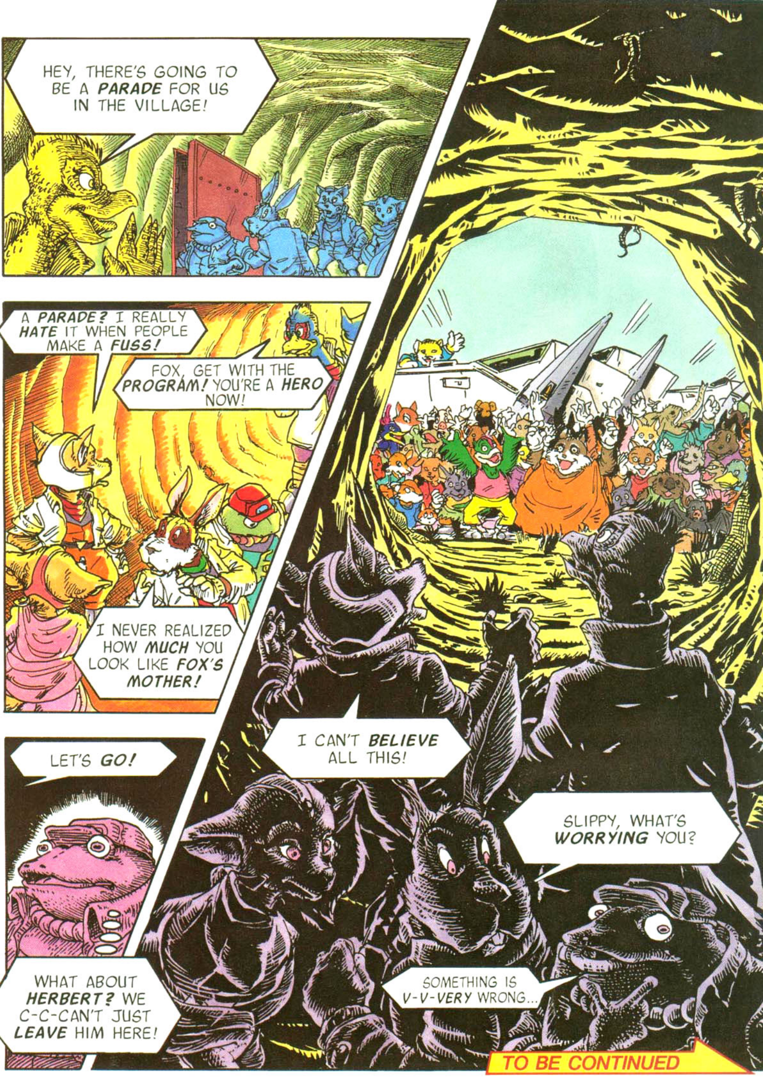

FOOD
FOOD
FOX ALWAYS CAUGHT THE EVIL SCUM.


THEN CAME A CALL FOR A MISSION DARK TO CONQUER VENOM WOULD BE NO LARK.
IN ARWINGS THEY CHALLENGED ANDROSS' MIGHT AND SENT HIM SPINNING INTO ENDLESS NIGHT!
AND NOW OUR HEROES ARE COMING **HOME!**
THAT'S SO ***TOTALLY*** ***COOL!***
VASHOOOM
THEY'RE HERE!


THE PLACE LOOKS GREAT!
THERE'S THE CANYON WHERE WE AMBUSHED THAT IMPERIAL CRUISER!
I C-C-CAN'T WAIT TO SEE OUR OLD F-F-FRIENDS!
THERE'S NO PLACE LIKE HOME!
I NEVER REALIZED YOU GUYS MISSED PAPETOON SO MUCH.
VWOOOSH
FOX'S REBEL HIDEOUT


THE OLD HOLE'S STILL HERE!
I DON'T REMEMBER IT BEING SO CLEAN!
AND IT DOESN'T S-S-SMELL LIKE FALCO'S SWEATSOCKS ANYMORE!
YEAH, HOME SWEAT HOME!
HA HA
IS THIS YOUR DEN?
WELCOME TO MY CASTLE.
NICE DRESS, BUT IT DOESN'T LOOK LIKE YOUR SIZE!
VERY FUNNY. IT WAS MY MOM'S.
HERE, SLIP INTO SOMETHING LESS COMFORTABLE!
WHO? ME?
?


IS IT ME?
FARA? YOU COULD BE MY MOTHER'S TWIN SISTER!
BUT I THOUGHT YOU DIDN'T KNOW YOUR MOM!
NO. I WAS YOUNG WHEN SHE DIED, BUT I REMEMBER HER AS IF I'D SEEN HER YESTERDAY.
HERE'S A PHOTO OF HER. THE LIKENESS IS AMAZING!
IF DAD SAW YOU LIKE THIS, HE'D DROP DEAD!
THAT IS, IF HE WASN'T STUCK IN THE BLACK HOLE!
SLIPPY, ISN'T THAT HERBERT THE ANDROID PIG? THE ONE THAT WE BLEW UP BACK ON VENOM?
Y-Y-Y-ES!
STRANGE, ISN'T IT? HE WAS THE ONLY FRIEND THAT ANDROSS EVER HAD!
I SAW HIM C-C-CRYING BESIDE ANDROSS' CRUSHED P-P-POD BACK ON FORTUNA! YOU CAN SEE THE R-R-RUST STAIN ON HIS CHEEK!


HEY, THERE'S GOING TO BE A **PARADE** FOR US IN THE VILLAGE!
A **PARADE?** I REALLY **HATE** IT WHEN PEOPLE MAKE A **FUSS!**
FOX, GET WITH THE **PROGRAM!** YOU'RE A **HERO** NOW!
I NEVER REALIZED HOW **MUCH** YOU LOOK LIKE **FOX'S MOTHER!**
LET'S **GO!**
WHAT ABOUT **HERBERT?** WE C-C-CAN'T JUST **LEAVE** HIM HERE!
I CAN'T **BELIEVE** ALL THIS!
SLIPPY, WHAT'S **WORRYING** YOU?
SOMETHING IS **V-V-VERY** WRONG...
TO BE CONTINUED

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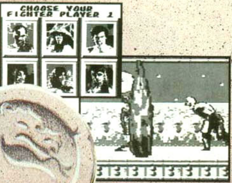
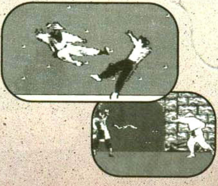
MORTAL KOMBAT®

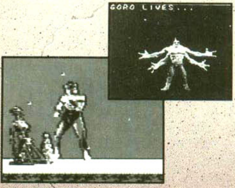
For ages, the Shaolin Tournament has tested the abilities of the finest warriors in the world. It was once a contest of great honor and fame, bringing combatants of all types to the fray. But that was before it was corrupted by the evil demon Shang Tsung. The Tournament has become a vehicle for Shang Tsung's evil tastes. A warrior must wager his very life in order to prove his skills. Only you can bring an end to Shang Tsung's terror by earning the title of Grand Champion.

LET THE KOMBAT BEGIN

With Mortal Kombat fever hitting the entire video game world, it's only understandable that players would want to take it wherever they go. Now, thanks to Acclaim, portable play is possible with the release of Mortal Kombat for Game Boy. The first question in every player's mind is, "Mortal Kombat on Game Boy?" Yes! It can be done! The graphics have translated to the hand-held format surprisingly well. The animation of the characters is fluid, highly detailed, and fun to watch. The Game Boy Mortal Kombat doesn't contain the beautiful color backgrounds that the Super NES version does, but most gamers will be too busy fighting to miss them. Some of the control moves are a little bit different from the Super NES, but with only two buttons this is to be expected. With a little training any Mortal Kombat fan will easily adjust. Work your way up the Tournament rankings by fighting against the computer or challenge a friend to a match by using a Game Link.



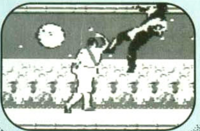




KANO

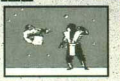
BAD ATTITUDE

Kano's ruthless manner makes it easy to stay on the offensive during combat. Use the Cannonball Attack as frequently as possible. If you hit your enemy, you can immediately attack with the Cannonball a second time. If you are blocked, you will bounce across the screen, setting you up to throw the Knife at him. When an opponent traps you in the corner, jump over him and retaliate with a Foot Sweep.



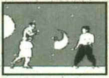
CANNONBALL

Move Towards your opponent, press Down, then Away to perform the Cannonball move.

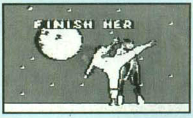


KNIFE

Press Away from your opponent, then Towards and B. This dirty move can be devastating.

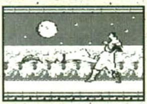


HIGH KICK

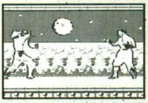


To perform Kano's finishing move, Duck down, tap Towards twice, then hit A.

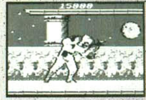
VS. KANO: ATTACK



Stay on the offensive to prevent Kano from using special moves.



A block is the easiest way to prevent damage from his Knife Attack.

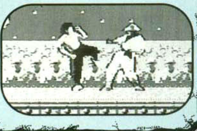


Time your punch correctly to stop the Cannonball cold.

LIU KANG

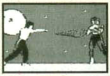
SHAOLIN SPIRITUAL

Liu Kang's strength rests in his feet. Use the Flying Kick whenever possible to knock your opponent to the ground. While your opponent is standing back up, you can perform the kick a second time, keeping your enemy on the ground. Use the Fireball from a distance for the best effect. It will knock your opponent backward while you stay safe from attack.



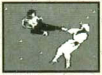
FIREBALL

Tap Away from your enemy twice, then press the B Button to toss the deadly Fireball.



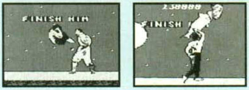
FLYING KICK

You can attack your foe with a Flying Kick by tapping twice Towards him and hitting A.

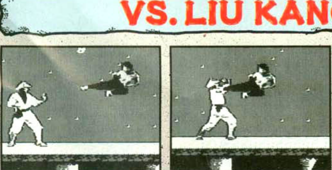


SUMMA-CUT

This incredible move will finish off anyone. Press Towards your opponent twice, Away, then hit the B Button. Pow, right in the kisser!



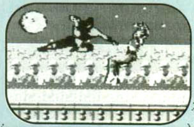
VS. LIU KANG



While it is possible to stop Liu Kang's Flying Kick with an uppercut, you will find it easier to throw a block. Because his fighting style centers around the kick, you will find that punches work well to defeat him.

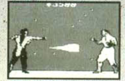
SUB-ZERO

The Freeze Attack makes Sub-Zero almost unbeatable. You can freeze any enemy mid-stride, saving you from certain damage. While your enemy is frozen, use the Uppercut to finish him off. The only fault with the awesome Freeze Attack is that it sometimes backfires. If you try to Freeze an opponent while he is already frozen, you will be stopped by the Double Freeze Backfire.



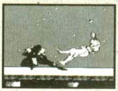
COOL CUSTOMER

FREEZE



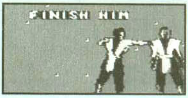
As they say, the best defense is a good offense, and Sub-Zero's Freeze proves this. Press Away from your foe, Towards, then the A Button to stop him cold.

SLIDE



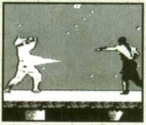
Move Towards your enemy then press Down and B to begin sliding. Use this move at the right time to sweep him off his feet.

SLIDING PUNCH

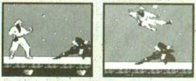


Sub-Zero can cool off an opponent with his finishing move. To do this, step Towards your foe, then Duck Down, Towards again and then press B.

VS. SUB-ZERO



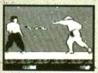
The Block is the only way you can stop Sub-Zero from freezing you mid-stride. Be careful not to start a special move if you see the ball of ice coming your way!



Watch out for his slide attack. It can throw you to the ground, allowing Sub-Zero to follow up with a Freeze.

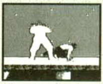
THUNDER SPIRIT

LIGHTNING THROW



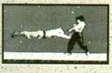
Rayden can zap his opponents with lightning by pressing Towards them twice and hitting B. This move is quite a shocker!

TELEPORT



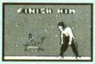
By pressing Down, Towards, and A, Rayden will Teleport across the screen. Sneak behind your opponent and knock him down.

SUPERMAN



Press Away from your enemy three times, then press Towards him to fly like a superman. Repeat this move until he's down.

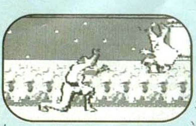
ELECTROLITE



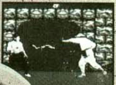
Rayden's deadly finishing move is performed by pressing Away, Towards, Duck, then Block. Hear the thunder rumble!

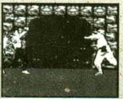
RAYDEN

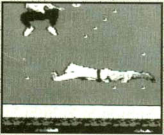
Alternating the Superman Move and the Lightning Throw will keep most enemies at bay. Both of these moves will knock anyone back, giving you time to attack a second time. If your special moves are being blocked, try Teleporting to the other side of the screen and attacking from there. Only the best of the best will be able to defeat this spirit.



VS. RAYDEN







When you're fighting Rayden, it is important to be ready to jump at any time. The best way to avoid the Superman Attack is leap up and let him fly by. Remember, you can only avoid the Lightning Throw with a quick Block.

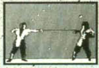
SCORPION

Learning the timing behind Scorpion's Van Dam Spear will help you defeat any opponent. When you stab an enemy and pull him to you, he will be stunned for a short time. Use an Uppercut to send your foe flying across the screen. While he is standing up, throw the Spear a second time to catch him again! The combination of his fighting style and his motivation make him a powerful fighter.

ZOMBIE NINJA

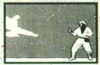
VAN DAM SPEAR

Press Away from your enemy twice then hit the B Button to drag him across the screen.

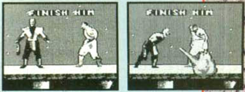


TELEPORT

You can Teleport across the screen and surprise your foe by pressing Toward, Down, then the A Button.

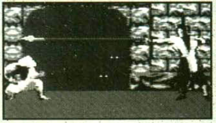


SKULL FLAME

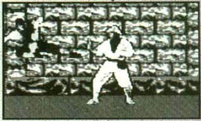


Scorpion can torch his enemy to a cinder if you press toward him three times and then Block.

VS. SCORPION



If Scorpion attempts to spike you with his Van Dam Spear, you can avoid it by Blocking or pressing Down.

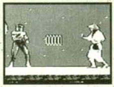


Watch out for attacks on the opposite side of the screen when you see Scorpion start to Teleport.

SPECIAL FORCES

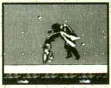
RING TOSS

Tap Away from your foe twice then hit the B Button to hit him with a ring-shaped laser shot.



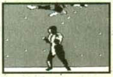
SCISSOR GRAB

Press Down and then Block to throw the opponent to the ground with a smash!



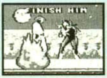
SQUARE WAVE FLIGHT

Intercept an aerial attack with a punch by pressing Towards, Away, Away, and Towards your foe.

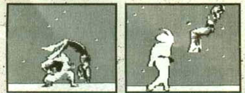


KISS OF FIRE

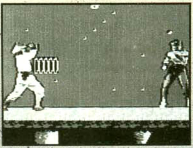
Finish off Sonya's enemies with a bang by pressing Away, Away, Towards, then Block.



VS. SONYA



If Sonya attempts to catch you in her Scissors Throw, duck to avoid her legs, then return with an uppercut. You can use the block to stop the Ring Toss, but be careful not to perform it too late.



SONYA

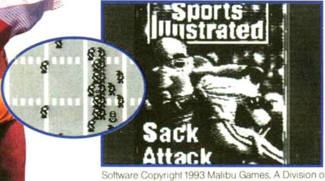
Although Sonya's different attacks may not be as strong as those of other fighters, her speed will help you out in a sticky situation. Use the Ring Toss repeatedly until your opponent gets too close. If you quickly snare him with the Scissors Grab, you can toss him out of your way. If he blocks, jump to safety on the other side of the screen.

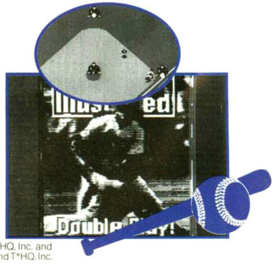
Sports Illustrated CHAMPIONSHIP FOOTBALL & BASEBALL™

*The excitement and power of professional football combines with the tradition and finesse of big league baseball in Sports Illustrated Championship Football & Baseball, a dual sports Game Pak which is sure to please fans of both pastimes. This four mega-bit package from T*HQ includes two solid games presented with detailed graphics and Sport Illustrated style realism.*

WINNING REALISM

Sports Illustrated has built a reputation for bringing a realistic account of professional sports to its readers for many years. Now sports enthusiasts can experience that attention to detail with a Game Pak that includes two of the most popular sports in the country. The football game features teams that represent all 28 NFL cities, a collection of 28 plays and a host of stats that allows you to compare your accomplishments to those of the opposing team. The baseball game also features 28 teams from professional sports cities and solid game play that compares well with other Game Boy baseball games. Both sports can be played in exhibition games or eight game tournaments.





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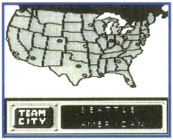
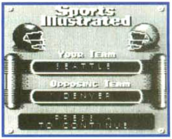
A FULL COUNT OF FEATURES

Sports Illustrated Championship Football & Baseball is loaded with features that you expect from a realistic sports game. Tournament play is supported by a password for both games, animated sequences celebrate big plays and digitized voice samples announce important events. The Sports Illustrated license dictates attention to realistic scores and playing situations. The lack of NFL or MLB licenses, however, give the teams a generic feel.

•CHOOSE SIDES•

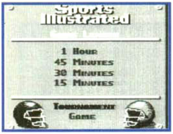
The featured teams represent cities that have reputations for hosting professional sports. You can choose to control any of the teams in the game. If you're playing a one-player exhibition game, your opponent will be chosen randomly.

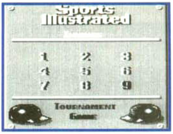

TEAM
CITY
SEATTLE
AMERICAN


Sports Illustrated
YOUR TEAM
SEATTLE
OPPOSING TEAM
DENVER
PRESS A
TO CONTINUE

•PLAY SHORT•

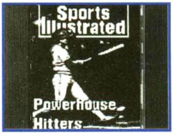
Regulation football games are 60 minutes long and full baseball games include nine innings. If you're playing in a tournament, you must play complete games, which means that you'll have to invest more than eight total hours into a season in order to play through to the championship.

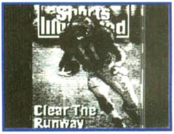

Sports Illustrated
1 HOUR
45 MINUTES
30 MINUTES
15 MINUTES
TOURNAMENT
GAME


Sports Illustrated
1 2 3
4 5 6
7 8 9
TOURNAMENT
GAME

•CELEBRATE•

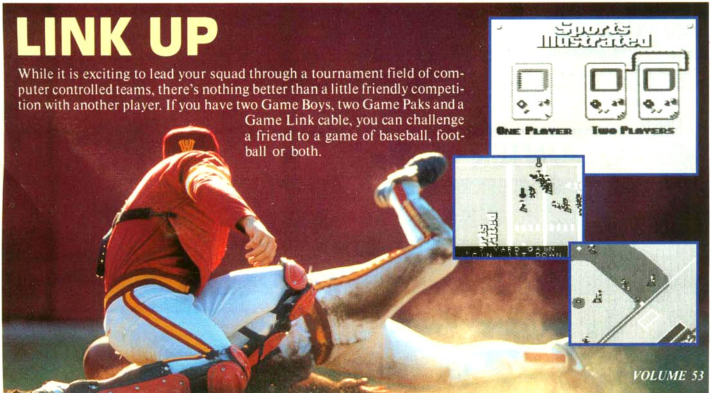
Big plays are a cause for celebration. When you score a touchdown, knock one out of the park, break through the defensive line for long yardage or make another significant accomplishment, you'll be rewarded with a Sports Illustrated cover or animated sequence.


Sports Illustrated
Powerhouse
Hitters


Sports Illustrated
Clear The
Runway

LINK UP

While it is exciting to lead your squad through a tournament field of computer controlled teams, there's nothing better than a little friendly competition with another player. If you have two Game Boys, two Game Paks and a Game Link cable, you can challenge a friend to a game of baseball, football or both.


Sports Illustrated
ONE PLAYER
TWO PLAYERS
YARD GAIN
1ST DOWN

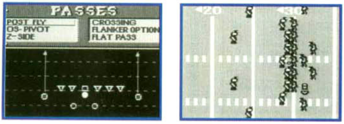
GLORY ON THE GRIDIRON

Eleven powerful players from each squad clash on the Sports Illustrated football field with realistic action and a lot of big plays. When you have control of the ball, you can choose to march down the field with a safe, short-yardage strategy, or you can take a chance with long passes and trick plays. When the opposing team has the ball, you can blitz and go for a sack or try to shut down the other squad's passing game with a deep zone. Since you have control over only one player at a time, it's crucial to call the right play for each situation so that the other players do the job.

OFFENSE

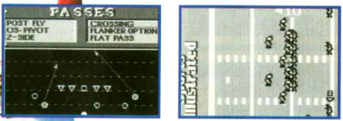
Some plays consistently work better than others. Listed below are three of the 12 offensive plays which should help you mount a successful drive to the other team's end zone.

• POST FLY •


PASSES
POST FLY
OS-PIVOT
Z-SIDE
CROSSING
FLANKER OPTION
FLAT PASS
20
30

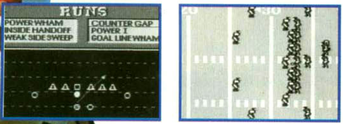
This long passing play sends wide receivers straight out on either side. Check to see if they are keeping a distance from their defenders as they run out. Then hurl the ball down field.

• CROSSING •


PASSES
POST FLY
OS-PIVOT
Z-SIDE
CROSSING
FLANKER OPTION
FLAT PASS
10
Sports Illustrated

You may shake off a few outside defenders by sending your receivers toward the post with this medium yardage play. If your timing is right, you'll have good results.

•COUNTER GAP•

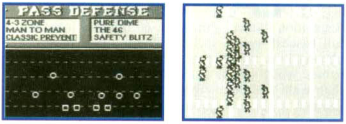

RUNS
POWER WHAM
INSIDE HANDOFF
WEAK SIDE SWEEP
COUNTER GAP
POWER I
GOAL LINE WHAM
20
30

The Counter Gap sends your running back into the middle at an angle. When you get good blocks, this play will net you five to seven yards.

DEFENSE

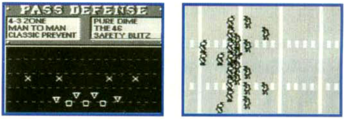
It's up to you to figure out the offense's strategy in a given situation and to react to it by choosing the right defensive plays. There are 12 defensive plays in all.

• CLASSIC PREVENT •


PASS DEFENSE
4-3 ZONE
MAN TO MAN
CLASSIC PREVENT
PURE DIME
THE 46
SAFETY BLITZ

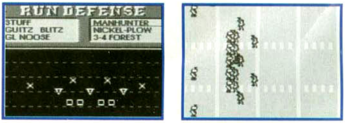
If the offense has a long way to go and not much time, this formation will guard against possible long passes.

• SAFETY BLITZ •


PASS DEFENSE
4-3 ZONE
MAN TO MAN
CLASSIC PREVENT
PURE DIME
THE 46
SAFETY BLITZ

This passing defense can result in a sack if the quarterback is slow to find the open man.

• MANHUNTER •


RUN DEFENSE
STUFF
GUITZ BLITZ
GL NOOSE
MANHUNTER
NICKEL-PLOW
3-4 FOREST

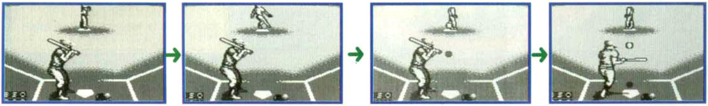
You can shut down a lot of running plays with this short yardage man-to-man defense.

DUEL ON THE DIAMOND

The national pastime gets major league treatment in Sports Illustrated Baseball. This game features intuitive play control and a lot of great action. Since pitches cross the plate slower than they do in real baseball games, it's easy to connect the bat with the ball. That makes for a good workout for your base runners when you're on offense and action for your fielders when you're on defense. Fielders automatically run for the ball. It's your job to position them accurately to make the catch, then make the throw if you grab it on the bounce.

BATTING

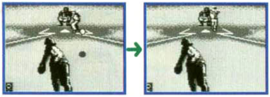
If you keep an eye on the ball and swing smart, you'll rarely strike out. Square hits result in big plays. Make sure that your runners lead off and you'll bring in a lot of runs.



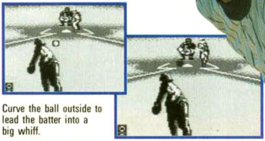
Before the pitch, move your batter into good hitting position. As the pitcher releases his throw, look for the shadow of the ball. If it's headed for the center of the plate, swing hard. If it's curving to the outside or inside, hold off and wait for the next pitch.

PITCHING

With a little practice, you can accurately place the ball anywhere on the plate. Press Up and Down on the Control Pad to influence the speed of the ball and press Left and Right to make it curve.



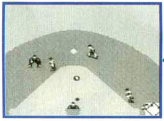
Inside pitches often result in strikes against computer-controlled players.



Curve the ball outside to lead the batter into a big whiff.

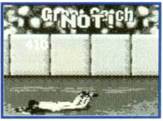
FIELDING

When the ball is in the air, your fielders run automatically to the general vicinity of where it will land. Then it's up to you to make the catch.



The "camera" follows the ball as it flies to the outfield.

Your fielder automatically runs for the ball when it is in the air.



A missed catch will result in an animated "blooper" sequence.

JURASSIC PARK™

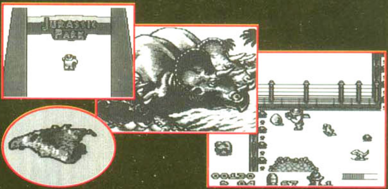
TM & © 1992 UNIVERSAL CITY STUDIOS, INC. & AMBLIN ENTERTAINMENT, INC.

Through a miracle of genetic science, an industrialist has built a zoo featuring cloned dinosaurs on the isolated island of Isla Nublar. When the security systems go haywire, suddenly it is the humans who find themselves trapped in an alien world! Ocean's Game Boy version may be very similar to the NES game, but it has a cool dinosaur library and excellent graphics of its own. Best of all, the action truly captures the feeling of the blockbuster movie.

TM & © 1993 Universal City Studios & Amblin Entertainment Inc. © 1993 Ocean

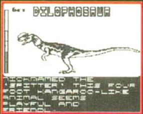
TOTAL SYSTEM FAILURE

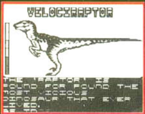
As Dr. Grant, you must make your way through the park, evading dinosaurs and rescuing your fellow humans. You'll have to gain access to the Jurassic Park facilities and carry out six missions including rescuing Tim and Lex, activating the main computer, radioing the mainland, and destroying the Raptor nest. Information and hints are available at computer consoles. Both good and bad items, including weapons and Power-Ups, are scattered and hidden throughout the park. Take control or become extinct!

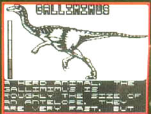


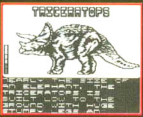
A JURASSIC JOURNEY

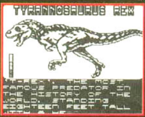
Jurassic Park used an incredible amount of detail about dinosaurs, including many recent scientific theories. Ocean has added an Info option (not available in the NES version) with descriptions about Dilophosaurs, Velociraptors, Tyrannosaurus Rex, and three other species that were brought back to life in Jurassic Park. You can learn that Dilophosaurs hop about like kangaroos and spit poison, so when you see a hopping dinosaur, stay out of spitting range.

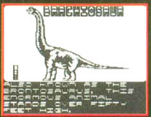

DILOPHOSAUR
NICKNAMED THE
'SPITTER' THIS FOUR
FOOT KANGAROO-LIKE
ANIMAL SEEMS
PLAYFUL AND
FRIENDL


VELOCIRAPTOR
THE 'RAPTOR' IS
POUND FOR POUND THE
MOST VICIOUS
DINOSAUR THAT EVER
LIVED.


GALLIMIMUS
A HERD ANIMAL. THE
GALLIMIMUS IS
ROUGHLY THE SIZE OF
AN ANTELOPE. THEY
ARE VERY FAST. BUT


TRICERATOPS
NEARLY THE SIZE OF
AN ELEPHANT. THE
TRICERATOPS IS
BUILT LOW TO THE
GROUND WITH HUGE
STUMPY LEGS AN

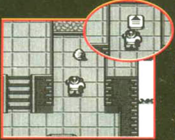

TYRANNOSAURUS REX
'T-REX'. THE MOST
FAMOUS PREDATOR IN
THE HISTORY OF THE
WORLD. STANDING
EIGHTEEN FEET TALL


BRACHIOSAUR
ALSO KNOWN AS THE
BRONTOSAURUS. THIS
ENORMOUS ANIMAL
STANDS OVER FIFTY
FEET HIGH.

1: RESCUE TIM

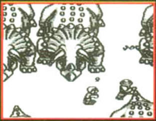
Tim is about to be squashed by stampeding Triceratopsians unless you can lead him to safety. First, you've got to gain access to the main computer to open the gate so you can reach Tim.

COLLECT EGGS



The only things stopping you from getting to the main computer are locked doors and hungry dinosaurs. Collect all the eggs in the compound to earn an access card to one of the buildings.

THE STAMPEDE

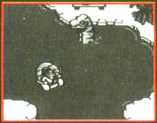


Once you've opened the main gate using the computer, you'll find Tim and he'll follow your every move. Look for the widest open areas between the Triceratopsians and move with small steps.

2: LEX AND REX

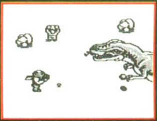
Lex is trapped in the T-Rex paddock, but to reach her you'll have to go through the Raptor pen and paddle up the jungle river to face the T-Rex. Collect eggs to get access cards to consecutive areas.

UP THE CREEK



If you sneak past the Raptors, you'll have to paddle upstream against the swift current of the river. Collect eggs and avoid the Brachiosaur and other dangers in the river.

SAVE LEX

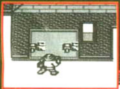


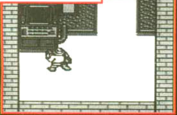
To save Lex, you'll have to guide her out of danger. If the T-Rex comes into view, however, Lex will freeze. Remember that the T-Rex can't see you unless you move! Wait for it to move away, then run.

3: BOOTING UP

Without power, the computers are off-line, which means the park systems don't work. Your job is to start the generator and boot up the computers.

POWER RESTORATION



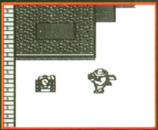


Now that you're back by the main Visitor Center, your first order of business is to get the electrical generator started. Enter the slanted building on the left. Inside, you'll find two switches on the wall. Go up to them and you'll restore power. Outside, watch out for the heavily armored Stegosaurus. The paths are fairly narrow, meaning you'll have little room to avoid this lumbering dinosaur. Once you make it to the Visitor Center, you'll have to activate the computers in sequence. The sequence is not the same as in the NES game.

4: RAPTORS' NEST

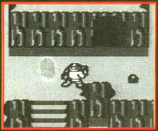
The Velociraptors have begun breeding in the wild and you must stop them. After picking up three bombs, hunt for the nests and blow them up.

THE BOMBS



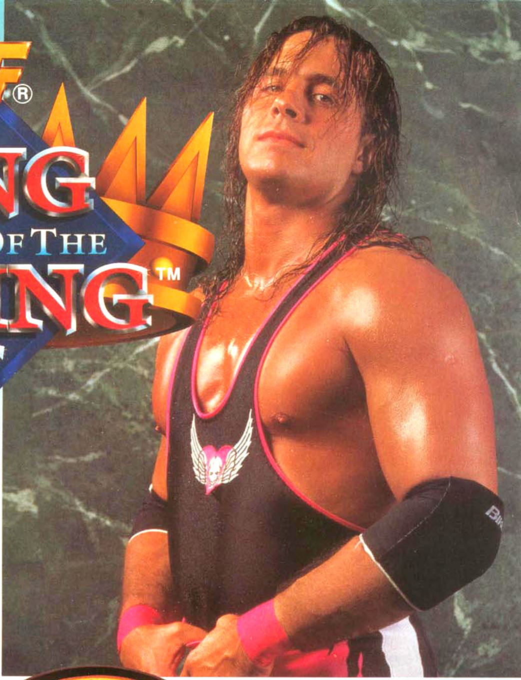
Inside the building, you'll find three time bombs with which you'll have to blast the Raptor nests. Since these are time bombs, you'll have some time to escape from the nests.

THE NESTS



Search through the volcanic tunnels for the Raptor nests. Place one bomb in each of the three nests, then run. After that, you must radio for help and get to the helipad to escape the island.

WWF® KING OF THE RING™



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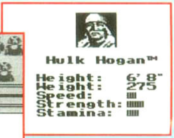
The crowd roars as you step into the ring. You turn toward the center of the ring, and your eyes fall on one the most formidable wrestlers in the World Wrestling Federation. Do you have what it takes to beat him? Quick reactions, fast thinking, and a lot of muscle are what you need to take the crown from the King of the Ring.

GRAPPLING WITH YOUR GAME BOY

All the powerful wrestling action of the World Wrestling Federation returns to Game Boy this month with the release of King of the Ring. With good graphics and easy to understand play control, this game will satisfy even die-hard wrestling fans. The game offers players a wide range of wrestling moves and holds, but some will be disappointed that the various wrestlers' specialty moves are not included. Bouncing off the ropes and climbing the turnbuckle offers players a whole range of devastating moves, or they can take the battle outside the ring and risk losing by a ten count. With eight wrestlers to choose from, most gamers will be able to control their favorite from the World Wrestling Federation. This game also offers fans the chance to customize their very own wrestler and challenge the field for the title. You can test your wrestling skills with any of the four types of matches or you can challenge a friend to a match when you link-up two Game Boys using the Game Link.



```
Hulk Hogan™
Height:    6'8"
Weight:    275
Speed:     ▮▮▮
Strength:  ▮▮▮▮▮
Stamina:   ▮▮▮▮
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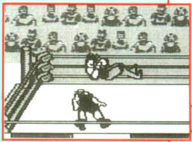
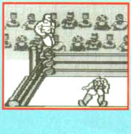
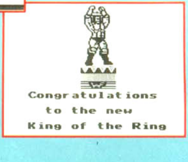






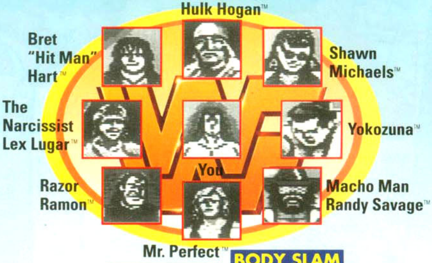
```
Congratulations
  to the new
King of the Ring
```

THE RING AWAITS YOU

Tonight's match promises to be the greatest event in wrestling history. In this corner is one of the eight greatest wrestlers in the World Wrestling Federation. In the other corner is. . . . you! Check out these tips to set you on your way to becoming the greatest wrestler around. Grab your Game Boy and start practicing.

THE WRESTLERS

So you want to be a wrestler. First, you must understand the three S's of wrestling; Strength, Speed, and Stamina. Every wrestler has a different balance of these abilities, which affects the way they wrestle. Speed indicates how fast you can run and how fast you can punch. High strength will increase the damage you inflict on an opponent with each punch. Your stamina is the amount of damage you can take during a match. The best wrestlers are well balanced in all three abilities, and have a good knowledge of their opponent's weaknesses.



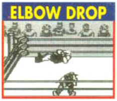
THE MOVES

Knowing how to use all the moves can mean the difference between winning and losing a match. You don't want to be caught in the ring without knowing your moves, so take the time to practice each move before you enter the King of the Ring Tournament. You can wear out your opponent with a few quick punches (A Button) or kicks (B Button). If you get the opponent locked up, use the Suplex or the Body Slam to throw them to the mat. While they're down, use the Elbow Drop for extra damage then go for the Pin. If you get in trouble, jump out of the ring to regroup, then head back in to finish the match.

PUNCH

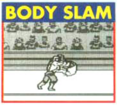
Pressing the A Button delivers a quick punch.

ELBOW DROP



Hit them while they're down!

BODY SLAM

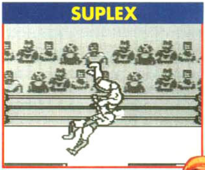


Press toward your opponent to drop him hard.

FLYING DROP KICK

Use this airborne attack when you're on the run.

SUPLEX

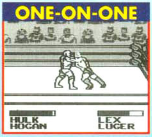


Use the Suplex move to really slam your opponent.

THE MATCH-UPS

You can test your skills in one of four different matches in this Game Boy title. The One-on-One match pits any two wrestlers against each other in a single contest. This is a great place to practice your favorite moves. To heat things up a bit, try a Tag Team match. You can choose a partner and take on the other wrestlers in an all out battle. The Tournament match is a best of seven contest similar to a One-on-One match. After you have practiced up, test your skills against all challengers in the King of the Ring tournament. When the bell rings you had better be ready!

ONE-ON-ONE



TAG TEAM

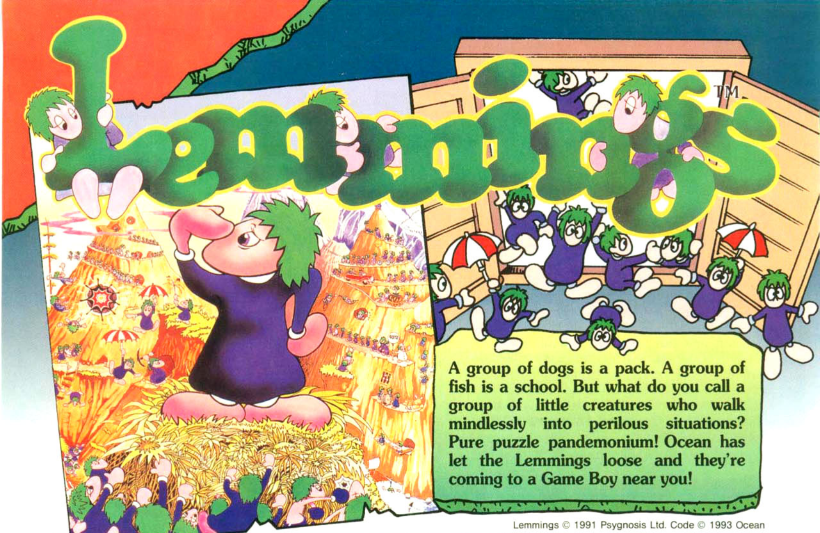
YOKOZUNA
BRET HART

TOURNAMENT

Tournament Match
1 of 7
RANDY SAVAGE
vs.
LEX LUGER

KING OF THE RING

RAZOR RAMON
vs.
RANDY SAVAGE
King of the Ring

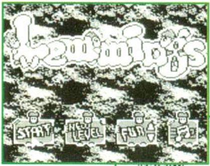


A group of dogs is a pack. A group of fish is a school. But what do you call a group of little creatures who walk mindlessly into perilous situations? Pure puzzle pandemonium! Ocean has let the Lemmings loose and they're coming to a Game Boy near you!

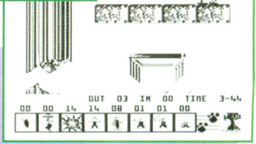
Lemmings © 1991 Psygnosis Ltd. Code © 1993 Ocean

TRAVEL TROUBLE

Lemmings are careless critters who follow each other with no regard for the troubling predicaments that lie ahead. Now, their travels lead them to the ultimate on-the-go gaming machine. Your mission is to help the heroes of this puzzler get from Point A to Point B without letting them become extinct. You can assign special abilities to Lemmings in order to help them open up paths and to keep the other Lemmings from falling off the edge of the screen. You'll start with simple tasks, then work your way up to nearly impossible situations. This classic collection of more than 150 levels of head-scratching fun is as fantastic as the nearly identical NES and Super NES versions that precede it. The graphics are clear, the sound is great and the pace is perfect.



The puzzles are presented with four levels of difficulty. "Fun" levels are for players who are getting used to the game. "Tricky," "Taxing," and "Mayhem" levels are for progressively more experienced Lemmings herders.



LABORING LEMMINGS

CLIMBERS:

Lemmings that have climbing skills can scale sheer surfaces.

FLOATERS:

A Floater can leap off cliffs without going kersplat.

BOMBERS:

These kamikaze Lemmings destroy blocking obstacles.

BLOCKERS:

A Blocker acts as a barricade for Lemmings that follow it.

BUILDERS:

If you need to bridge a gap, call on a Builder.

BASHERS:

Bashers plow through many solid objects.

MINERS:

These Lemmings are equipped to dig through solid rock.

DIGGERS:

If you need to burrow into the dirt, Diggers will do the job.

STAY IN CONTROL

PAUSED
06 06

STOP TO THINK:

Press Start to pause the game and contemplate your options.

MOVE ON:

Press Select to end the stage and move on if you've saved your quota.

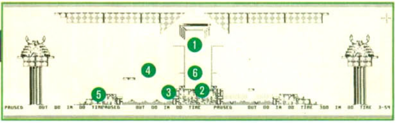
SIMPLE SAVES

The "Fun" levels work as an introduction to the various Lemming assignments and provide a few simple puzzles that you should be able to solve with ease. The "Tricky" and "Taxing" levels offer progressively more challenging situations and the "Mayhem" levels really make you think. Shown below are examples of three tough "Mayhem" levels along with tips on how you can make sure that the right number of Lemmings make their way from the trap door entrance to the archway exit in time. These solutions should prepare you to figure out other puzzling Lemmings stages on your own.

Challenge 1

MAYHEM:LEVEL 5

You must save all 14 Lemmings in this level in order to succeed. You can assign up to 14 Floaters, 14 Bombers, 10 Builders and 2 Bashers.



You'll make good use of Floaters, Builders and a Basher in this level. Bombers are of no use here because Bombers blow up and all of the Lemmings must be saved. Start by making each Lemming that falls as a Floater ①. Next, turn a Lemming on the ground into a Builder so that it can make a ramp to the first ledge on the left and let a Basher follow it so that the ramp doesn't immediately lead all of the Lemmings over the edge ②. When the Builder drops to the left edge of the central land mass, tell it to build again to the next platform ③. It should then continue to build and drop so that the ramps lead to goal ④ and ⑤. As the Builder approaches the goal, fill in the Basher's gap in the first ramp with another Builder so that all of the Lemmings can cross the water ⑥.

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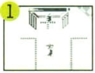

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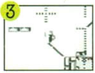

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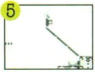

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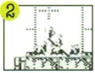

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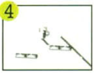

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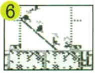
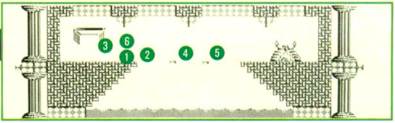


Challenge 2

MAYHEM:LEVEL 10

There are 14 Floaters, 16 Builders, 16 Bashers, 16 Miners and 16 Diggers available in this level. You must save all 14 of the Lemmings that fall.



You'll have to be skillful in making long ramps to succeed in this level. When the action begins, wait for two Lemmings to drop out of the trap door, then turn the second Lemming into a Miner ①. It will dig a hole that will stop the others from walking over the ledge. As the first Lemming approaches the ledge, make it a Floater, then tell it to build a ramp that will reach to the first platform ②. Next, turn all of the Lemmings that are caught by the hole into Floaters ③. When the Builder completes its ramp, it will float down to the platform. Make it build two more ramps so that it can reach the goal ④ and ⑤. When the last ramp is almost complete, make one of the remaining Lemmings a Builder so that it can construct a ramp over the hole and lead the others to safety.

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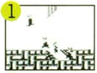

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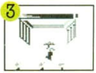

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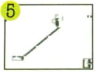

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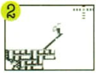

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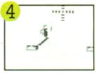

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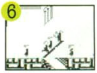
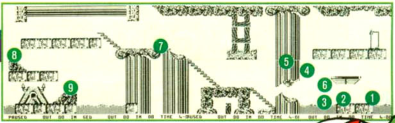


Challenge 3

MAYHEM:LEVEL 15

There are 14 Bombers, eight Builders, a Basher and a Miner available in this stage. You must save 10 of the 14 Lemmings that fall.



When the first Lemming falls and walks to the right side of the land mass, turn it into a Blocker so that the other Lemmings won't drop off the edge ①. Then, as one Lemming approaches the left side, make the Lemming behind it a Blocker ② and assign Builder abilities to the lead Lemming ③. When the Builder gets to the column, turn it into a Basher so that it continues to blaze a trail ④. Then make it into a Miner ⑤. When the Miner drops and starts to walk closer to the goal, you can turn the leftmost Blocker into a Bomber ⑥. This Lemming will explode and allow the others to walk up the ramp. Have the Lemming in the lead build a ramp over the gap between the two columns ⑦. Then, as the masses get close to the goal, create a pair of Blockers ⑧ and ⑨ to keep them on coarse.

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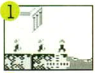

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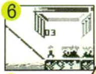

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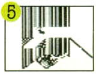

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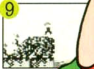


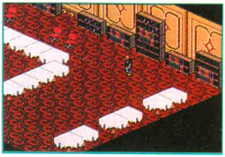
COUNSELORS' CORNER!

SHADOWRUN

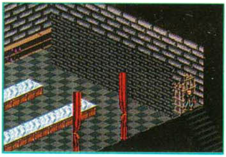
HOW CAN I EARN LOTS OF KARMA?

Matt Clark

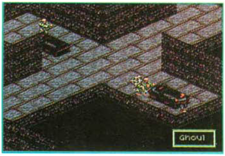
A good, quick way to earn Karma is to attack the Ghouls in the cellar of the Dark Blade Mansion. First, pick up the Bronze Key from the bookshelf in the room on the right, then go back to the main hallway. Enter the center door and continue down to the Bronze gate. Use the key to open it. The cellar is crawling with Ghouls, so hurry to the first coffin on your right and stand at the foot of it. Ghouls will continue to emerge from the floor at the opposite end of the coffin, but they won't be able to reach you because the coffin is in the way. Stand there where you're safe and get rid of the Ghouls as they appear. You'll build up Karma points very quickly with little threat of bodily harm.



Pick up the Bronze Key from the bookcase against the wall in the room on the right.



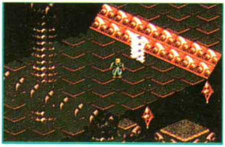
From the main foyer, enter the center door and use the key to open the Bronze Gate.



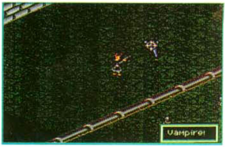
Stand at the foot of the coffin on the right and keep firing at the Ghouls as they emerge.

HOW CAN I EARN FAST CASH ?

After you defeat the Jester Spirit and pick it up, exit through the Warp Door that appears in his room at the end of the fight. If you then return to the Dark Blade Mansion and defeat him again, you'll earn another 5,000 Nuyen. He'll be back any time you visit after exiting through the Warp Door. Keep returning to the Jester Spirit's Lair to build a big bankroll.



Beat the Spirit and step through the Warp Door.



Return to fight again for another 5,000 Nuyen.

THE LOST VIKINGS

HOW DO I MAKE IT THROUGH LEVEL 33?

Charles Emory

First, use the seesaw to sail Baleog and Olaf to the ledge on the left ①. Jump up and over with Erik, then use him to break through the wall ②. Quickly catch the falling wall with Olaf's shield, then send Baleog left to the Air Pump ③.

Pump him up and float to the next Air Pump above. Shoot the blocks through the gap on the right ④, then inflate him again and continue up.

Ride the conveyor belt to the right and shoot the target as you fall off the edge ⑤. Go down two levels and shoot through the chain holding the large colored block ⑥. Drop down to meet up with Erik and Olaf.

Put Baleog and Erik to Olaf's right, then move him right, out from under the falling wall. With Olaf, glide off the ledge on the right and float through the opening below, pressing the red switch as you pass it ⑦.

Use Erik to leap to the Smart Bomb in the upper right ⑧. Drop back down to the seesaw and continue over the gap to the left until you reach an Air Pump ⑨.

Stand on the yellow and blue blocks next to the pump. When they break, you'll fall onto a second set just like them below. Stand on them until they break away, too.

Pick up a Bomb when you drop to the second room ⑩. Use Air Pumps to float Erik back up to the purple wall ⑪ and blast through it with the Bomb to get the Blue Key.

Return to the room where you got the Bomb and use the Blue Key in the Blue Keyhole.

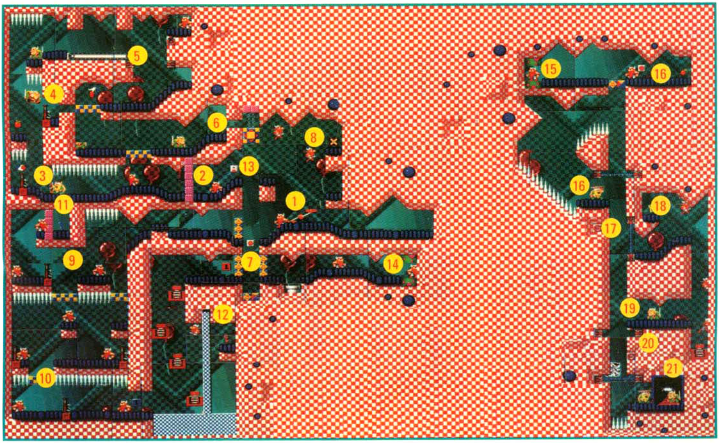
Go right to the springs and bounce up to get the Red Key ⑫. Use it in the Red Keyhole. Return to Baleog and flip the switch to drop the colored block onto Olaf's shield, which he should be holding overhead. Now use Erik to push the block to the right, onto the button ⑬. Depressing the button will make the floor below Olaf rise and fall, so he'll be able to step off.

Destroy Baleog's clone with the Smart Bomb, then move all Vikings to the transporter on the right ⑭ and transfer them to the blue platform ⑮. Select Olaf, go right and press the red button to make the platform move.

Go back across the platform to the left, glide over the spikes and back to the right. Press the red button ⑯. Step onto the platform with the other Vikings and switch to Baleog.

Shoot the target on the left wall ⑰ and switch to Erik. Jump up to get the Yellow Key ⑱ and drop into the pit on the right. Bounce on the spring at the bottom and land on the left ledge.

Use the key in the Yellow Keyhole ⑲ then step back onto the platform. Switch to Baleog and shoot the target in the right wall ⑳ then move all three Vikings to the exit on the right ㉑

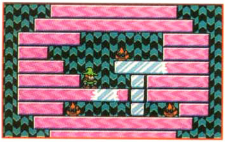


FIRE & ICE

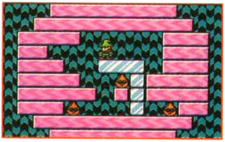
HOW DO I SOLVE ROOM 7-2?

Denise Cuvillier

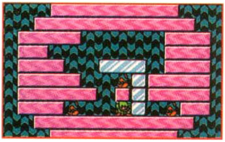
In Round 7-2, you'll create a chain reaction by shoving a single ice block over to put out the fire in the lower right. Set up the move by sliding a block over from the left under the flame, then hop up and make an ice-block bridge over to the right. Remove the block from under the flame so it will fall to the ledge below. Remove one block from the far right and two from the left. Now when you hop down to the lower level and shove the block over to extinguish the flame on the right, the bar will fall on the flame above and a block will drop on your left. Use it to put out the remaining flame.



Begin 7-2 by placing an ice block in the space on the right, then jump up one step and slide another block over from the left.



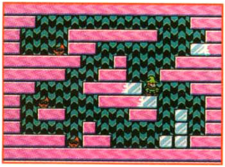
Hop up and make a bar over to the flame. Drop it to the single pink block below then remove ice blocks to leave a platform over it, as shown.



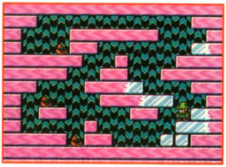
When you shove the block to the right, the bar will extinguish the flame above and drop a block you can use to put out the one on the left.

WHAT'S THE SOLUTION TO 7-9?

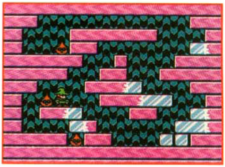
You will remove the left-most fire first and the flame in the upper left last. Start by placing a block on your left, stepping onto it and removing the one you were standing on originally. Next, go down and build the stairs in the lower right as shown in the photo sequence below. Place two blocks above the flame on the floor, then climb up the stairs on the right and around to the left side of the center ledges to drop a block onto the ledge beside the left flame. Put it out, then extinguish the one below before climbing all the way back up to the left to finish the final flame in the upper left corner.



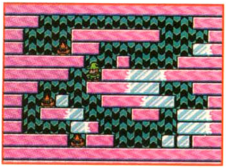
After you place the block next to the wall above, drop blocks in the formation shown.



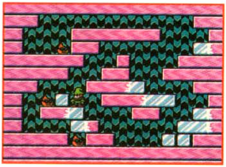
Attach blocks to the walls to leave some stairs that you can use later to climb back up.



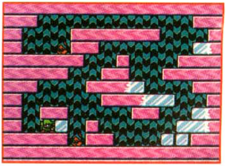
Place two blocks above the lower flame as shown, then head back over to the stairs.



Go up and over to the left. Now drop a block next to the flame on the ledge below.



Go back down to the lower left and shove the block you dropped over to put out the fire.



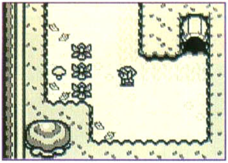
Drop a block on the left above the flame. Slide it over, then put out the fire in the upper left.

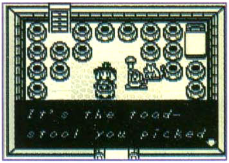
THE LEGEND OF ZELDA:
LINK'S AWAKENING

HOW DO I GET TO THE NORTHERN FOREST AREA?

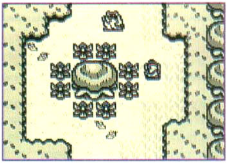
Tom Hertzog

When you first enter the Mysterious Forest, you'll meet a Raccoon that doesn't like powder. Continue past him to find the Forest Cave. In the first room, there are attacking bats and a crumbling floor. Hurry through with your sword at the readydon't pause or you'll fall through the floor. In the next room are blocks that you must move in order to clear a path to the exit. When you walk back out into daylight, head to the left to find some bushes and a Mushroom. Pick the Mushroom and take it to the Witch. She'll use it to make a special powder that you should take back and sprinkle on the Raccoon. When you do, it will turn back into Talin. Transforming him opens the northern part of the Forest.


Move the blocks to clear a path to the Cave's exit. Walk to the left and pick the Mushroom.

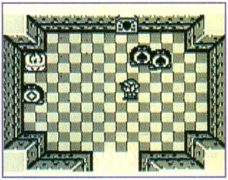

It's the toadstool you picked.

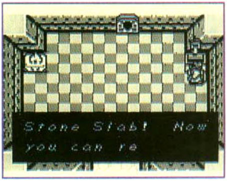
Take the Mushroom to the Witch. She'll conjure up some special powder and give it to you.


Sprinkle the powder on the Raccoon. He'll turn back into Talin and open the North Forest area.

HOW DO I USE THE THREE CARDS IN THE TAIL CAVE?

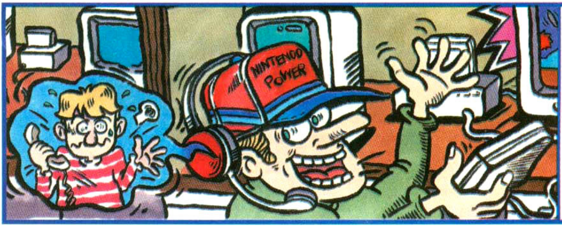
In the Tail Cave is a room where three cards move around switching suits. Make them stop by striking them with your sword. You must stop them all with the same suit showing. They change quickly, and if you stop them with different suits showing, you'll have to start over. A good strategy is to charge up your sword and wait until all three come near. Hit them all with a single blow to stop them all on the same suit. When you do, you get a Stone Tablet that lets you read messages on the wall.


The three cards roam around the room randomly changing suits. Stop them all when they're on the same suit to make a Treasure Chest appear.


Stone Slab! Now you can re

When you open the Treasure Chest, you'll get a special Stone Tablet. It gives you the power to read and understand the message on the wall.

TAP THE POWER– CALL THE PROS

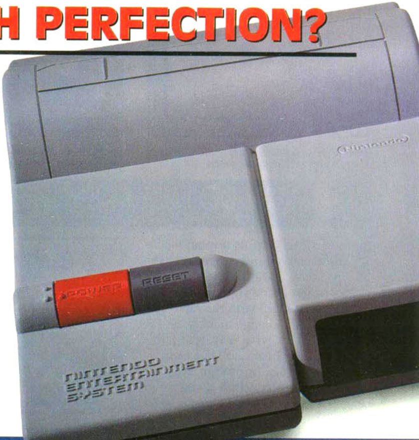


WRITE TO:
Counselors' Corner
P.O. Box 97033
Redmond, WA
98073-9733

CALL:
(206) 885-7529
Nintendo Game Play Counselors are on call Mon.-Sat., 4:00 a.m. to Midnight and Sun., 6:00 a.m. to 7:00 p.m. Pacific time.

The New NE

WHY MESS WITH PERFECTION?



Having sold over 30 million units since its introduction in 1985, the Nintendo Entertainment System (NES) is the most popular video game system in history. So you might wonder why Nintendo decided to redesign it. Nintendo wanted to create an 8-bit configuration for first-time video gamers that would also have an entry-level cost. Another reason was to make it easy for players to make use of the vast library of NES titles. At present, there are more than 700 NES games. You may find it surprising, but not everyone has played many of the classics like Super Mario Bros., Metroid, Mega Man, Castlevania, Double Dragon, Dragon Warrior and dozens of other games that are just as challenging and fun as many 16-bit games. The new suggested retail price of $49.95 should make it easy for players to experience the classic NES.

Nintendo ENTERTAINMENT SYSTEM
Nintendo
SELECT START

A NEW LOOK

The old, box-shaped NES was designed in 1984 by Lance Barr, Nintendo of America's design engineer. At that time, the mission was to create a simple, clean-lined Control Deck. This time around, Lance began fooling around with a number of ideas including one Control Deck that looked like Mario's head. The final design, though, was sleek and sophisticated like a sports car. The most obvious change is that the Game Pak manually loads into the top. The new Controller makes use of angled buttons like the Super NES Controller and a rounded, easy-to-grip shape. The new look and narrow profile of the NES makes it an attractive companion to the Super NES.

Nintendo
B
A
SELECT START

INTERNAL CHANGES

The insides of the new NES also changed. A more consolidated circuit board makes the unit simpler to assemble and repair. Gone are the A/V outputs and a number of components that have been combined into a single, custom chip. The Central Processing Unit and Picture Processing Unit—the real brains and brawn of the NES—remain unchanged. Another noticeable change is the absence of a port in the bottom of the unit.

Lance Barr, the Nintendo designer who created the new look for the NES as well as the original NES, wanted to simplify the system in many less obvious ways. One of those changes is in the way that you load the Game Pak. In the original NES Control Deck, the spring-loaded mechanism that popped down to lock-in in the Game Pak was expensive and could wear out with extended use or misuse. The new push-in/pull-out format eliminates those problems.

BENEFITS OF CHANGE

For less than the cost of most Super NES games, you can enter the worlds of Zelda or Mario or the Teenage Mutant Ninja Turtles. Although the lion's share of game development these days is for the Super NES, many licensees continue to support new NES titles. Check out the list of upcoming NES games for the rest of 1993. Even more important to new video gamers is the number of games already available for the NES. This unmatched library contains action, adventure, sports, puzzle, RPG and edutainment titles.

NEW & FUTURE NES Titles:

Indiana Jones & The Last Crusade	Ubi Soft Sept.
Star Trek: The Next Generation	Absolute Oct.
The Ren & Stimpy Show	T*HQ Oct.
Mega Man VI	Capcom Nov.
TMNT: Tournament Fighter	Konami Nov.
The Flintstones: The Surprise at Dinosaurs Peak	Taito Nov.

Classic NES Titles:

Super Mario Bros.
Super Mario Bros. 2
Super Mario Bros. 3
The Legend of Zelda
Zelda II: The Adventure of Link
Battletoads
Battletoads & Double Dragon
Metroid
Mega Man (I through V)
Castlevania (I through III)
Ninja Gaiden (I through III)
TMNT (I through III)
Dragon Warrior (I through IV)
Tecmo Super Bowl
Blades of Steel
Bases Loaded (1 through 4)
Tecmo NBA Basketball
R.C. Pro-Am
R.C. Pro-Am II
Kirby's Adventure
Tetris
Top Gun
Solar Jetman
Maniac Mansion
Super C
Contra
Final Fantasy
Nobunaga's Ambition
The Chessmaster
Crystalis
Donkey Kong
Blaster Master
Bionic Commando
Batman Returns

And hundreds more . . .

BATTLESHIP™

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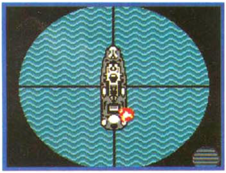
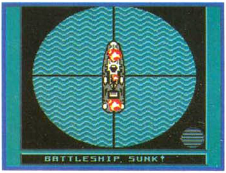
WE HAVE MET THE EMEMY . .

From Salamis to Trafalgar, from Midway to the Coral Sea, the great naval battles of history have demonstrated time and again that superior strategy and tactics will win out over huge fleets and firepower every time. This lesson really hits home in this new military simulation game from Mindscape. Battleship is a one-player game in which you pit your skills against the computer that controls the enemy fleet. The computer controls awesome firepower, but it really isn't all that smart. Even when outgunned, this game allows you to work out some tricks that will have you sailing circles around the opposing fleet.

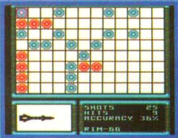



BATTLESHIP, SUNK!

A NEW VERSION FOR NES

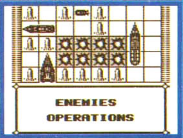
Both the NES and Game Boy versions of Battleship share the same concept, but for the NES version Mindscape has done more than just add color. The variety of ships has increased, and there is a larger collection of special weapons. The game is programmed to become more difficult as your levels increase. There are eight levels in all.

NES


SHOTS 25
HITS 9
ACCURACY 36%
RIM-66

Color and improved graphics take Battleship beyond the board game. The computer is smarter, and your weapons are increased.

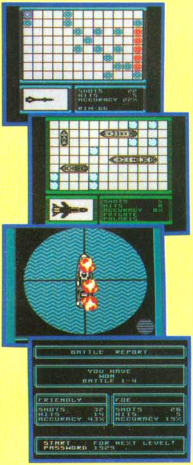
GAME BOY


ENEMIES
OPERATIONS

The mental workout provided by Battleship for Game Boy is the reason for its popularity. Few games allow you to think your way to victory like Battleship.

FIRE WHEN READY

In today's Navy, missiles are the weapon of choice. You can also make use of sophisticated reconnaissance equipment, such as SONAR, and spotter aircraft. War at sea has evolved from a floating punching match into a high-tech game of cat and mouse.


SHOTS 22
HITS 5
ACCURACY 22%
RIM-66
FRIGATE
POLARIS
BATTLE REPORT
YOU HAVE WON BATTLE 1-4
FRIENDLY
SHOTS 32
HITS 14
ACCURACY 43%
FOE
SHOTS 26
HITS 5
ACCURACY 19%
START FOR NEXT LEVEL!
PASSWORD 1323

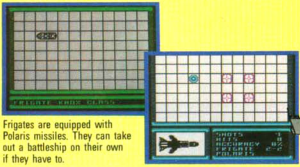
Spend some time mastering the broad array of weapons. Don't forget that they are no substitute for judgement.

YOU ARE IN COMMAND

Never forget that size can work both for and against you. A battleship or a carrier may be able to project more power and sustain more damage, but they are also easier to find, and once discovered they are soon lost. A frigate or a submarine with a clever commander will survive much longer in this contest.

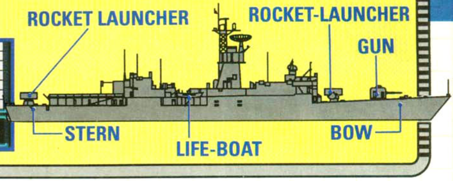
FRIGATE—KNOX CLASS

This is the smallest surface ship. Your frigate will often be the sole survivor of an engagement. The key to winning sea battles consistently is to hide this ship well. In modern naval warfare, frigates have an advantage over the bigger ships because they are harder to find, yet still deadly.


FRIGATE KNOX CLASS

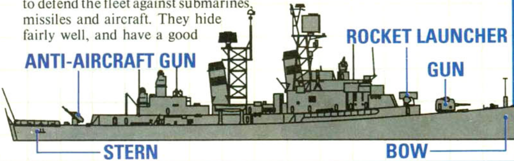
SHOTS 1
HITS 0
ACCURACY 0%
FRIGATE 2-2
POLARIS

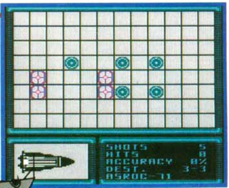
Frigates are equipped with Polaris missiles. They can take out a battleship on their own if they have to.



DESTROYER—COONTZ CLASS

The destroyer is a small to medium sized vessel used for escort duty, and to defend the fleet against submarines, missiles and aircraft. They hide fairly well, and have a good selection of special weapons. Place destroyers along the edge of the grid.

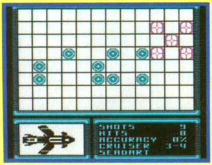



SHOTS 5
HITS 0
ACCURACY 0%
DEST. 3-3
ASROC 11

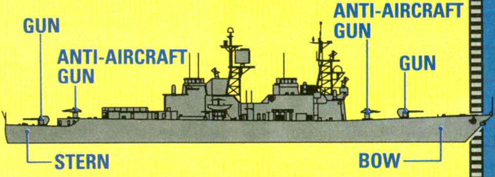
Destroyers have ASROC missiles and, in Level 3, a Sonar for submarine hunting.

CRUISER—ALBANY CLASS

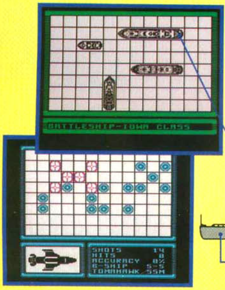
A cruiser can withstand four hits before it sinks. It has better special weapons than a frigate or a destroyer, but that doesn't make up for its increased vulnerability. Size is a liability in this contest. Make early use of the aerial recon features, because cruisers tend to be among the first targets.


SHOTS 9
HITS 0
ACCURACY 0%
CRUISER 3-4
SEADART

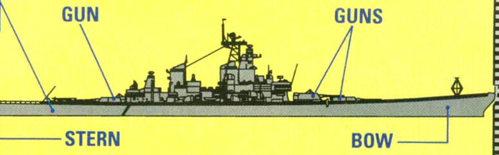
Alll cruisers come equipped with Sea Dart missiles. In Level Four, they get Aerial Recon ability, and in Level 6 they get a P-3 Orion.



BATTLESHIP—IOWA CLASS

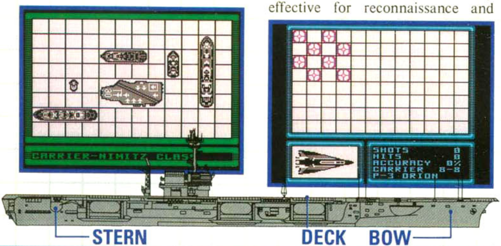

BATTLESHIP-IOWA CLASS
SHOTS 14
HITS 8
ACCURACY 8%
B-SHIP 5-5
TOMAHAWK 55M

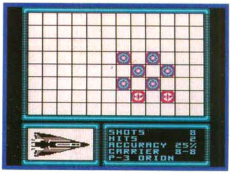
It takes five direct hits to destroy a battleship. Their size makes them difficult to conceal. Battleships are equipped with Tomahawk and Harpoon Missiles, with the capability to cover a wide area of fire. Battleships stick out like a sore thumb, so they will probably be destroyed first. Use these missiles early!


GUN
GUNS
STERN
BOW

CARRIER—ESSEX CLASS

The biggest thing afloat. They can take six direct hits before they sink. A carrier comes with an P3 Orion sub chaser plane. These are very effective for reconnaissance and attacking enemy ships. In the Eighth Stage your carrier will have a deadly Talos missile.

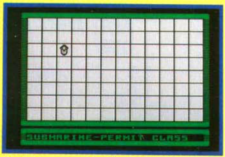

CARRIER-NIMITZ CLASS
SHOTS 0
HITS 0
ACCURACY 0%
CARRIER 8-8
P-3 ORION
STERN
DECK
BOW


SHOTS 8
HITS 2
ACCURACY 25%
CARRIER 8-8
P-3 ORION

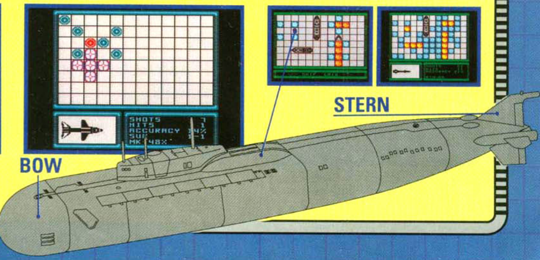
The Essex Class carrier makes sub chasing its speciality. You can search a large area of water once you have this craft. The Talos missile is a bonus.

SUBMARINE—PERMIT CLASS

Your submarine can take only one hit and it is gone! It has one job—to hide! Because of their small size, subs are often the last craft left from your fleet. Keep them away from your other ships. Subs shoot an MK-48X missile. An excellent tool for sinking an enemy ship in a hurry.


SUBMARINE-PERMIT CLASS

Destroy an enemy submarine early in the battle and you will greatly increase your chances of winning. But if he gets yours first, you're in deep trouble!

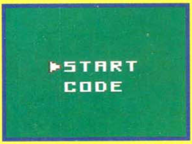

SHOTS 7
HITS 1
ACCURACY 14%
SUB 1-1
MK 48X
STERN
BOW

EIGHT STEPS TO VICTORY

All you have to do to win a sea battle is sink all the enemy ships before all of yours have been sunk. This game is not about firepower, it's about hide and seek! Subs and frigates tend to be the survivors because of their small size. Keep them away from your bigger ships. Don't forget that you are playing against a computer. It is strong, but it is not as smart as you. It will become somewhat sharper as you progress through the stages.

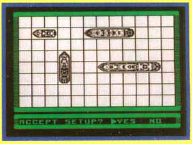
BEGIN AT THE BEGINNING

Press START to begin the game, or press CODE to pick up where you left off. When you finish a level you will be given a code. Write it down and so you key it in here later. Save your codes!



CONCEALMENT IS THE KEY

The grid is 8 × 12. That doesn't sound like much, but actually it's a big ocean. You can't see the enemy ships and your opponent can't see yours. Tip: The computer tends to search more thoroughly in the middle of the board.

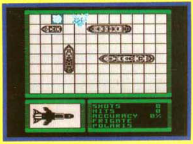


CHOOSE YOUR WEAPONS

The bigger missiles are great for search and destroy. The manual recommends saving them for later in the fight. We disagree. You must find the enemies before they finds you or you can't win.

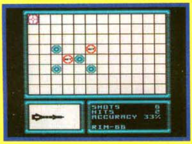
THE COMPUTER'S TURN

Sorry, you can't move! Just cross your fingers and watch. This computer is not as smart as you are. It searches with random shots. Don't make the same mistake. When it's your turn, make every shot count!



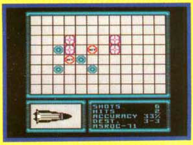
STRATEGY

Soon patterns will begin to emerge. Notice that the computer doesn't like to place ships on adjacent squares. Also, it tends to bunch its shots in the middle of the grid. Does this give you any ideas?



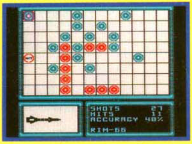
SEARCH AND DESTROY!

When you locate an enemy ship, use the RIM-66 to finish it off with single shots. That will save your big weapons for more valuable reconnaissance work.



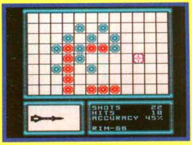
TACTICS

What are you looking for, a battleship or a frigate? For a frigate, lay down a pattern of missile shots on every other square. For a battleship shoot at every fourth square. See why frigates are harder to find?



WASTE NOT, WANT NOT

If you are struck by an enemy missile, the computer will home in on you, and it won't give up until you are sunk. If you still have missiles on a ship that has been struck, use them up before you go down.



THE FLINTSTONES™

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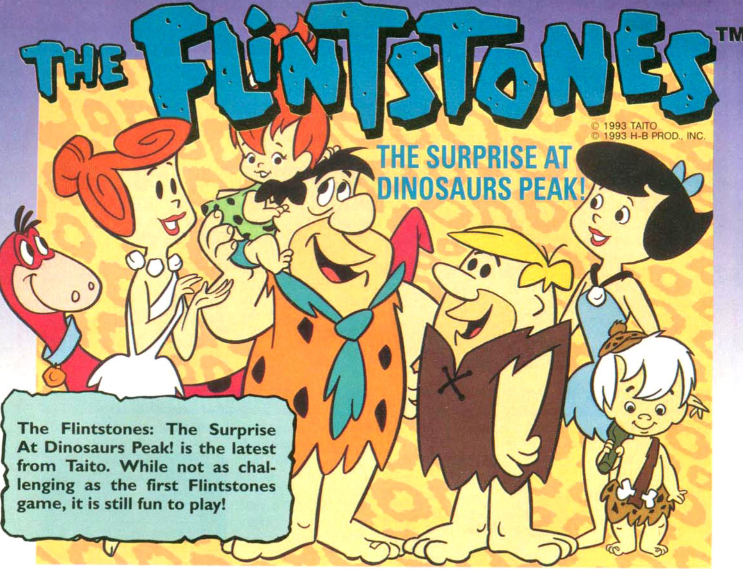
THE SURPRISE AT DINOSAURS PEAK!



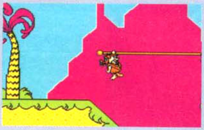
The Flintstones: The Surprise At Dinosaurs Peak! is the latest from Taito. While not as challenging as the first Flintstones game, it is still fun to play!

STAGE 1

Fred and Barney are on baby-sitting duty. Being the attentive parents they are (NOT!), they have managed to lose track of Pebbles and Bamm Bamm. Now, they've got to search through Bedrock and find their kids. There are a lot of obstacles in their way. This will be an interesting journey.

FRED OR BARNEY

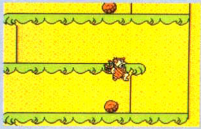
In this area, take Barney for the high road, and Fred for the low road.

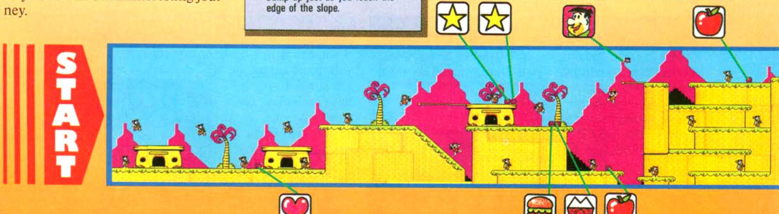


Jump up just as you reach the edge of the slope.

ROCKS THAT ROLL

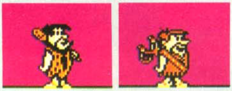
These rocks can't be destroyed. You must jump over them and climb up.





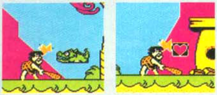
FRED AND BARNEY

You can switch between Fred and Barney by using the SELECT Button. As a matter of fact, there are some areas where you must switch back and forth. Fred and Barney each have different abilities. Choose the character that best fits the area.



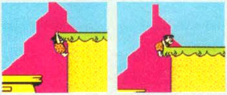
USE THE CLUB

Fred's club is a great weapon. Use it on enemies and on barrels to find special items.



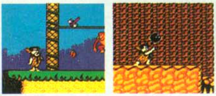
HANGIN' AROUND

Fred can jump up and grab a ledge, then climb on top of it. It's kind of a tricky move and takes practice.



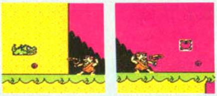
SPECIAL WEAPONS

Fred can throw an ax. Later in the game, he will also get a bowling ball to toss.



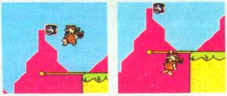
BARNEY'S SLINGSHOT

Barney's slingshot lets him shoot enemies and barrels from a distance. Quite useful in some areas.



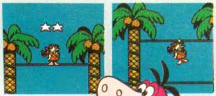
BE A MONKEY

Barney can climb on vines and get to places that Fred could never get to. This is also a tricky move.



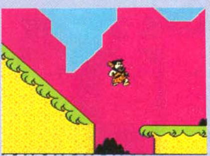
COLLECT STARS

Grab stars to spell "Yabba-Dabba-Doo" and earn a 1-Up!



LAST SECOND JUMP

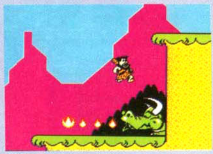
It is easy to slip off the edge of this slope. Be careful!



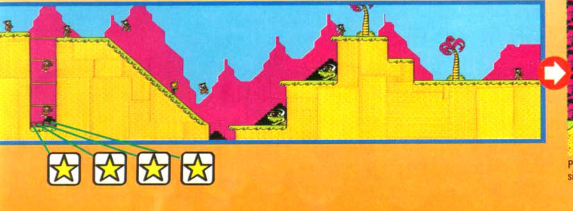
Jump like a true cave man.

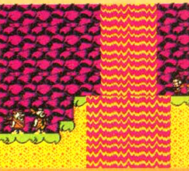
HOT FOOT

Avoid the flames that the dinosaur shoots, then jump on his horns.



Things could get toasty!

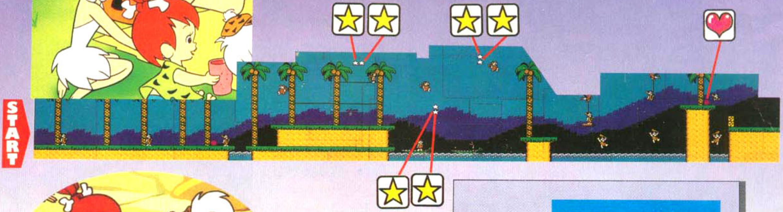




Pebbles and Bamm Bamm are stuck on the other side of the lava. You must save them!

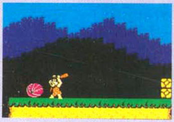
STAGE 2

What's up with all these vines? You must use Barney and his climbing ability to get through parts of this stage. Whenever possible, switch to Fred if you are attacking enemies. Watch for the monkeys, they aren't very nice. There is also a Bonus Stage near the end.



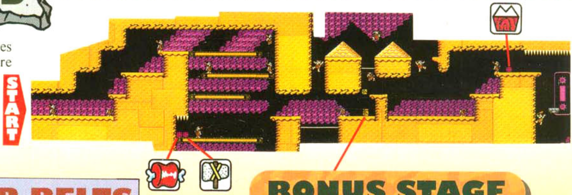
MINI-BOSS

Use Fred to break out the two blocks on the left side of the screen. Then knock the Mini-Boss off the edge.



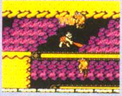
STAGE 3

Fred and Barney find themselves in the Bedrock mines. There are conveyor belts, bats and cobras here to hassle our heroes. Near the end of the stage, they'll take a wild ride on an out-of-control mine car.

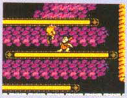


CONVEYOR BELTS

To quickly cross conveyor belts that are moving toward you, jump repeatedly.



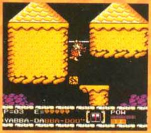
Get close to the cobras and bonk 'em.

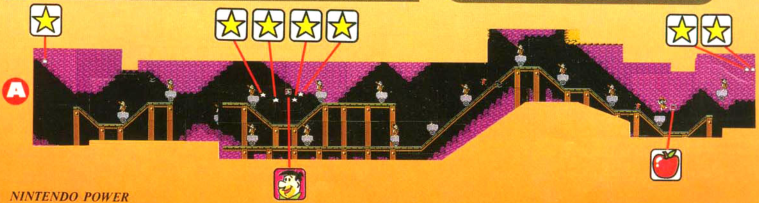


The cobras will try to charge you. Be alert!

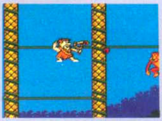
BONUS STAGE

Break all but the top rock, climb up with Fred, then switch to Barney to grab the vine. The work your way up and to the right.





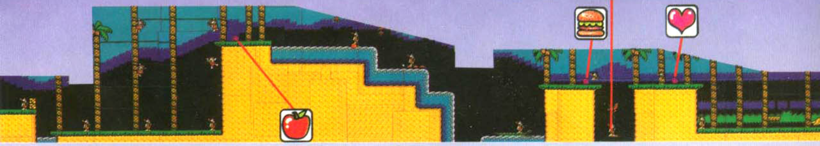
SHOOT THE MONKEY



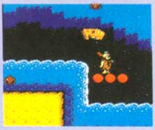
Barney can get rid of these pesky monkeys by letting go of the vine and shooting quickly.

BONUS STAGE

Get on the bird and switch to Barney. Because he's lighter than Fred, he can float up to a Bonus Stage!



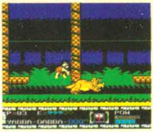
RIDE THE RAFT



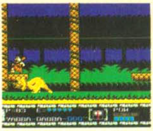
Keep an eye on the spiders and jump on the alligator when the raft drops.

STAGE BOSS

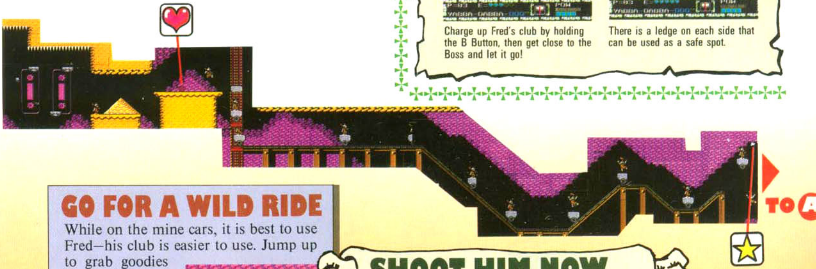
After defeating this Boss, you will get the first of many gems that are needed to save Pebbles and Bamm Bamm.



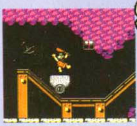
Charge up Fred's club by holding the B Button, then get close to the Boss and let it go!



There is a ledge on each side that can be used as a safe spot.



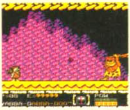
GO FOR A WILD RIDE



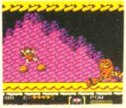
While on the mine cars, it is best to use Fred—his club is easier to use. Jump up to grab goodies in the air. Try to switch to the top car part way through for a chance at a 1-Up.

SHOOT HIM NOW

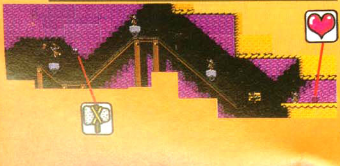
This Boss is easy if you use Barney. His slingshot is the weapon of choice. Hang back and shoot from the far left side of the screen. Watch the Boss's club.



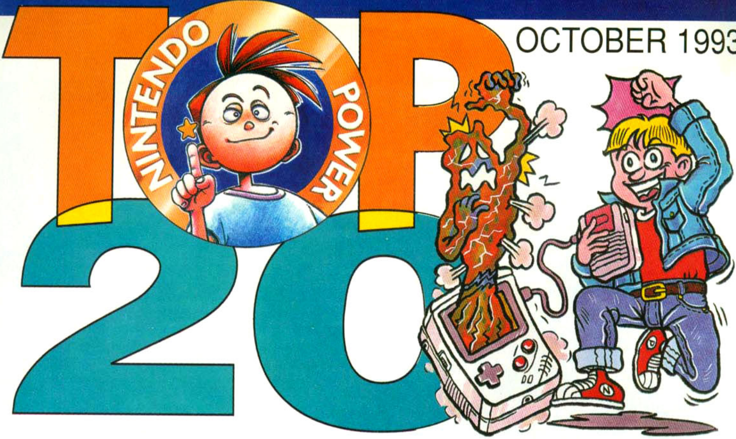
Shoot at the Boss from back here with Barney's slingshot. It's a cinch!



When the Boss hits the ground with his club, jump to avoid the rocks.



TOP 20



OCTOBER 1993

WWF Royal Rumble jumps on to the Super NES charts this month, taking the number Five spot. Now that's a debut! Mario is rocking the Game Boy charts again this month, taking over the top two rankings. Mario watch out! Here comes Link with his own Game Boy adventure.

SUPER NES

1 15,446 POINTS 22 MONTHS

THE LEGEND OF ZELDA- LINK TO THE PAST

Zelda's missing and link is the only hero that can save her. Try your hand at defeating the bosses of the Dark World.

2 15,159 POINTS 7 MONTHS

STAR FOX

Fox McCloud's space quest is thrilling players everywhere! Have you defeated Andross yet?

3 14,764 POINTS 16 MONTHS

STREET FIGHTER II: THE WORLD WARRIOR

The World Warrior is still holding strong on the Top 20, but watch out, here comes the mighty Street Fighter II Turbo.

4 9,880 POINTS

SUPER MARIO KART

All the racers are still burning up the track, and the charts as well! Go, Mario go!

5 8,520 POINTS

WWF ROYAL RUMBLE

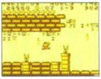
This game is grappling its way up the Super NES charts! Can it make it to the top?

6	7,545 POINTS	FINAL FANTASY II
7	6,310 POINTS	MARIO PAINT
8	5,084 POINTS	SHADOWRUN
9	4,878 POINTS	MARIO IS MISSING
10	4,825 POINTS	SUPER MARIO WORLD
11	3,966 POINTS	STREET FIGHTER II TURBO
12	3,899 POINTS	SUPER STAR WARS
13	3,526 POINTS	SUPER EMPIRE STRIKES BACK
14	3,428 POINTS	SIMCITY
15	3,377 POINTS	BATMAN RETURNS
16	3,246 POINTS	ALIEN^3
17	3,094 POINTS	SPIDER-MAN AND THE X-MEN IN ARCADE'S REVENGE
18	2,975 POINTS	THE SECRET OF MANA
19	2,922 POINTS	BUBSY IN CLAWS ENCOUNTER OF THE FURRED KIND
20	2,864 POINTS	F-ZERO

GAME BOY

1
26,276 POINTS
13 MONTHS

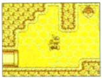
SUPER MARIO LAND 2- 6 GOLDEN COINS



Wario may have control of Mario's castle, but Mario has control of the top of the Game Boy charts.

2
14,992 POINTS
37 MONTHS

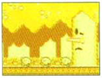
SUPER MARIO LAND



Mario's first Game Boy adventure is still hot! He takes both number one and number two again.

3
14,793 POINTS
9 MONTHS

KIRBY'S DREAMLAND



Kirby puffs his way back up the charts this month! He missed second place by less then 200 points.

4
14,707 POINTS

THE LEGEND OF ZELDA: LINK'S AWAKENING

Link is waiting in the wings before he heads for the top of the charts. Wait and see!

5
10,535 POINTS

METROID II: RETURN OF SAMUS

Samus finishes with a strong fifth place. This Metroid crusher is always a contender.

6	9,844 POINTS	TETRIS
7	6,031 POINTS	DR. MARIO
8	5,527 POINTS	YOSHI'S COOKIE
9	4,500 POINTS	FINAL FANTASY ADVENTURE
10	4,205 POINTS	FINAL FANTASY LEGEND
11	4,138 POINTS	FACEBALL 2000
12	4,136 POINTS	FINAL FANTASY LEGEND II
13	3,330 POINTS	MEGA MAN III
14	3,204 POINTS	YOSHI
15	3,190 POINTS	THE REN & STIMPY SHOW
16	3,162 POINTS	TINY TOON ADVENTURES
17	2,879 POINTS	BATTLETOADS
18	2,843 POINTS	MEGA MAN II
19	2,618 POINTS	GOLF
20	2,598 POINTS	TMNT II: BACK FROM THE SEWERS

NES

1
14,341 POINTS
48 MONTHS

SUPER MARIO BROS. 3

Mario's greatest NES adventure is back at number one. Take on Koopa and the Koopa-lings once again.

2
13,542 POINTS
61 MONTHS

THE LEGEND OF ZELDA

Link's first quest for the Tri-force is always an all-around favorite. How can you miss with all this action?

3
12,765 POINTS
3 MONTHS

KIRBY'S ADVENTURE

Is Kirby going to be the next big NES game? Tune in next month and find out!

4
7,781 POINTS

FINAL FANTASY

Four adventurers take on the evil forces of Chaos in the adventure of a lifetime.

5
7,665 POINTS

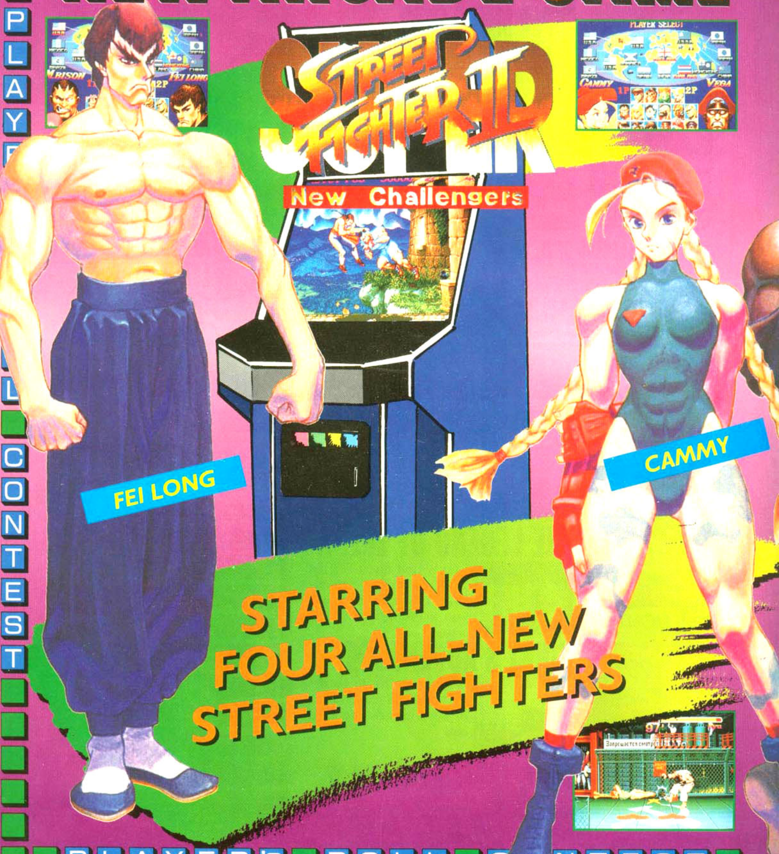
MEGA MAN V

Why won't Dr. Wily just give it up? Mega Man will always be there to stop him cold!

6	5,803 POINTS	METROID
7	5,363 POINTS	TECMO SUPER BOWL
8	5,196 POINTS	ZELDA II: THE ADVENTURE OF LINK
9	4,856 POINTS	BATTLETOADS & DOUBLE DRAGON THE ULTIMATE TEAM
10	4,783 POINTS	TECMO NBA BASKETBALL
11	4,739 POINTS	DR. MARIO
12	4,687 POINTS	DRAGON WARRIOR IV
13	4,651 POINTS	SUPER MARIO BROS. 2
14	4,350 POINTS	TEENAGE MUTANT NINJA TURTLES
15	4,112 POINTS	TETRIS
16	4,072 POINTS	BATTLETOADS
17	3,715 POINTS	CRYSTALIS
18	3,440 POINTS	BASEBALL STARS
19	3,315 POINTS	TMNT III: THE MANHATTAN PROJECT
20	3,289 POINTS	MEGA MAN IV

PLAYER'S POLL CONTEST

GRAND PRIZE: THE BRAND NEW ARCADE GAME


SUPER STREET FIGHTER II
New Challengers
PLAYER SELECT
M.BISON
FEI LONG
CAMMY
VEGA
FEI LONG
CAMMY
STARRING FOUR ALL-NEW STREET FIGHTERS

PLAYER'S POLL CONTEST

SECOND PRIZE: STREET FIGHTER II TURBO

TAKE HOME CAPCOM'S ARCADE SMASH FOR YOUR SUPER NES.

STREET FIGHTER II TURBO
Nintendo
CAPCOM
SUPER NINTENDO

10 WINNERS

THUNDER HAWK

PLAYER SELECT
BLANKA
T.HAWK
1P
2P

THIRD PRIZE: 50 WINNERS

NINTENDO POWER T-SHIRTS

WEAR THE OFFICIAL JERSEY OF TEAM POWER

OFFICIAL CONTEST RULES

To enter, either fill out the Player's Poll response card or print your name, address,telephone number, Vol. 53, and the answer to the trivia question on a plain 3 1/2′ × 5″ card. Mail your entry to this address:

NINTENDO POWER
PLAYER'S POLL VOL. 53
P.O. BOX 97062
REDMOND, WA 98073-9762

One entry per person, please. All entries must be postmarked no later than November 1, 1993. We are not responsible for lost or misdirected mail. On or about November 15, 1993, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine or Nintendo of America Inc. without further compensation. Prizes are limited to one per household. Chances of winning are determined by the total number of entries received. The ratio of prizes to entry cards distributed is 61:1,000,000. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, which will be available after November 30, 1993, send your request to the address above.

GRAND PRIZE: The Grand Prize Winner will receive Super Street Fighter II, the arcade game. Estimated value of the Grand Prize is $3000. This contest is not open to employees of Nintendo of America Inc., its affiliates, agencies or immediate familes. Void where prohibited by law. Subject to all federal, state and local laws and regulations.

NOW PLAYING

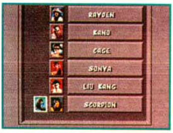
OCTOBER
1993

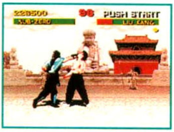
LOOK FOR THESE RELEASES SOON

MORTAL KOMBAT

Company	Acclaim
Suggested Retail Price	$74.99
Release Date	September 1993
Memory Size	16 Megabits
Game Type	Two-player stage fighting action

This is the game at the top of the arcade hit charts, and the Super NES version will be right up there too. As you fight to preserve your glory (and your life) for the demented pleasure of wizard, Shang Tsung, you'll face the world's greatest martial arts experts. Fatality Moves are now called Finishing Moves and four of them have been replaced from the arcade version: Rayden zaps opponents, Sub-Zero turns them into crumbling ice sculptures, Kano punches through the chest and Johnny Cage sticks his leg through the chest. Unique Super NES options include a handicap feature allowing you to take more or less damage per hit and a hand-to-hand battle that precludes the use of weapons. There is also a choice of five difficulty levels.





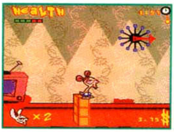
+ Excellent graphics, animation and sound. The special moves will take some practice and skill to master. The new options add a great balancing factor between Mortal Kombat experts and novices.

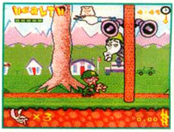
- Four of the finishing moves are not identical to the arcade game, but that can also be a positive if you want a new challenge. The one-player game is pretty easy unless you set the difficulty to Very Hard.

THE REN & STIMPY SHOW: VEEDIOTS

Company	T*HQ
Suggested Retail Price	$69.99
Release Date	October 1993
Memory Size	8 Megabits
Game Type	Comic action

Ren and Stimpy hit the Super NES this month in an action game from T*HQ. In each of the four stages, you'll play the part of either Ren or Stimpy. The stages range from the standard living room hop and bop to the bizarre, like when Ren finds himself in a giant mouth. You can grab objects and throw them in defense, and there are lots of Power-Up items scattered about. Some of the most clever items include a chunk of cheese that Ren eats to create killer breath. The four stages are based on four episodes from the series. In the first, the friends start up a business in which Ren plays the part of a house mouse while Stimpy pretends to be a mouse catcher. The stages are timed, so it becomes a matter of memorizing locations of traps and dangers.





+ The graphics really do look like the television show and some of the items and animations display the nutty slapstick of the cartoon. The music and voices help create the feel of the show.

- The stages tend to be repetitious. Although there are moments of inspiration, most of the game play is fairly standard.

PLOK

Company	Tradewest
Suggested Retail Price	Not Available
Release Date	October 1993
Memory Size	8 Megabits
Game Type	Action

Plok, the prince of Akrylic, is well-armed. The fact is, he throws his arms at foes, and his legs, too. When fleas are in the area, he really loses his cool. Tradewest acquired this outrageous action game from Software Creations. Although no one is really sure just what a Plok is, most people agree that he is lots of fun. Take a look at this month's review to see if you agree.

+ Super graphics and music give Plok lots of energy. Some innovative game play adds to the depth. The password feature lets players skip to the best stages.

– Not all stages are equally innovative or fun.

SUPER EMPIRE STRIKES BACK

Company	JVC
Suggested Retail Price	Not Available
Release Date	October 1993
Memory Size	12 Megabits
Game Type	Action adventure for one player

From the ice planet Hoth to the cloud city of Bespin, Luke and the rebel alliance must counter the evil machinations of Darth Vader. This 20 stage action adventure contains a wide range of play, from flying X-wings and the Millennium Falcon to riding a Tauntaun. Incredible alien creatures and Imperial Stormtroopers aren't about to let Luke, Han and Chewey have their own way. For a closer look at the secret battle plans, turn to this month's review.

+ Excellent graphics and graphics effects, superior sound, a wide variety of game play and a close interpretation of the movie make Super Empire an outstanding game. The password feature makes this game less frustrating than its precursor, Super Star Wars. Some new moves plus Jedi powers add to your offensive abilities.

– Some players may object to departures from the original story, especially at the end. Princess Leia still has no active role.

GP-1

Company	Atlus
Suggested Retail Price	$59.99
Release Date	October 1993
Memory Size	8 Megabits
Game Type	Motorcyle Grand Prix racing

Atlus brings true, two-wheeling excitement to the Super NES for the first time with GP-1. Racing motorcycles isn't the relatively tame sport of car racing, and that feeling of being on the edge comes through as you lean through the curves on 13 international courses. Options in this game include a one-player Grand Prix circuit, a two-player, split screen exhibition and a practice option that lets you check out all of the courses. You also have a choice of six souped-up machines, different pit crew bosses and the ability to use your winnings to tune-up your bike for top performance. The feeling is so real, you can even take a spill!

ROUND 1
JAPANESE GP
RACE
PRACTICE
TUNE_UP

+ Great graphics and an excellent two-player, split screen option. The realism and challenge are true to motorcycle racing.

– It can be difficult to see your bike in a crowded field.

SUPER BOMBERMAN

Company	Hudson Soft
Suggested Retail Price	$69.95
Release Date	October 1993
Memory Size	4 Megabits
Game Type	Action for four players, includes the Multitap

Super Bomberman combines a fun game with the innovation of the Multitap, which allows for simultaneous multiple player action for the Super NES. In the game, up to four players all control their own little Bombermen. You can set bombs to blow up obstacles, computer enemies and your human foes. This game can also be played by one, two or three players. For more on Super Bomberman and the Multitap, turn to the review in this issue.

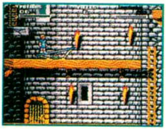
+ The first four-player simultaneous game. The Multitap is included in the suggested retail price noted above. Fast, fun action.

– The game is simple, so as a one-player game it gets old rather quickly.

DREAM TV

Company	Triffix
Suggested Retail Price	Not Available
Release Date	October 1993
Memory Size	8 Megabits
Game Type	Action adventure for one or two players

An evil being named The Critic has been commanding teenagers to collect missing puzzle pieces for some unknown purpose. The wild part about this game is that one player can use two characters alternating back and forth or two players can simultaneously control their own characters. The characters appear in split screens when apart, but when they come together, the two split screens merge. The action includes fighting, exploring, collecting items and solving puzzles.



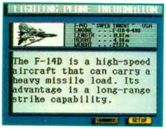
+ Dream TV takes a truly unique approach to a two-player, cooperative adventure game by splitting the screen. Both players have freedom of motion. Good graphics, although it can become a bit confusing when the split screens show different parts of similar areas.

− It's difficult to avoid being hit. The method of using items is seldom clear. When you leave one character in the one-player game, he is still apt to take damage.Younger players will probably find the challenge level just right, but experienced gamers might want a little more action.

LOCK ON

Company	Vic Tokai
Suggested Retail Price	Not Available
Release Date	October 1993
Memory Size	8 Megabits
Game Type	Acrade flight combat/shooter

Arcade-type action takes to the skies in Vic Tokai's Lock On for the Super NES. The high speed aerial combat puts you in the danger zone against seemingly countless enemy aircraft. What you want to avoid at all cost is radar Lock On, which means you're about to become very fast moving toast. You have a choice of two fighter planes with which to save the world from WWIII.



The F-14D is a high-speed aircraft that can carry a heavy missile load. Its advantage is a long-range strike capability.

+ The graphics are impressive at first, and the mode 7 effects give the illusion of high speed.

− The game play has very little depth. It's mostly just a matter of pointing and shooting.

PAC ATTACK

Company	Namco
Suggested Retail Price	$49.95
Release Date	October 1993
Memory Size	4 Megabits
Game Type	Action puzzle

Pac Man enters the action puzzle category with Namco's fun, fast-paced Pac Attack for the Super NES. The blocks fall and Pac Man gets to gobble up the ghosts. When the blocks make full lines, they disappear. If you think you've seen it all before, take a closer look at this month's Power review. You may be surprised by what you find.

PAC-ATTACK
PRESS START BUTTON
STEREO
ALL RIGHTS RESERVED
LICENSED BY NINTENDO

+ This game is easy to learn, but endlessly challenging like Tetris and Dr. Mario. Solid graphics and excellent music add a sense of energy to the game. The two-player option is a kick. Inclusion of a password feature is nice.

− Some players may find that the game is too derivative. If they've already mastered Tetris or other "tris" games, they may not feel compelled to master Pac Attack.

HYPER V-BALL

Company	Mc O'River
Suggested Retail Price	Not Available
Release Date	October 1993
Memory Size	8 Megabits
Game Type	Volleyball

Volleyball may not be one of the most popular big-money sports in America, but it is fast becoming a major international sport. Mc O'River (which is the name of a licensee and not a new troutburger from McDonalds) serves up Hyper V-Ball for the Super NES this month. The side view of the court looks good and allows for the setup and execution of volleyball's ultimate shot, the spike. The options include a Men's League, Women's League and Hyper League, which is played in Hyper suits that allow for super moves.

USA
CAN
MIZUNO
SPALDING

+ You can create your own team, including team colors and lineups. Play control is simple to master.

− The side-angle view doesn't allow for realistic placement of shots or many volleyball strategies.

COOL SPOT

Company	Virgin Games
Suggested Retail Price	$62.99
Release Date	September 1993
Memory Size	8 Megabits
Game Type	Comic action

The famous Spot from 7-Up commercials may not seem a likely hero for a video game, but Virgin did a remarkable job bringing this corporate symbol to life. The fact is, right from the start you stop thinking about the Uncola because Spot, the character is totally cool. Check out his exploits in this month's review.

COOL
003700
TIME

+ Fantastic animation and high energy game play make Spot a great action game choice.

– If there's a weakness to Cool Spot, it might be that it isn't particularly challenging. A good player might whip through this game rather quickly.

CLIFFHANGER

Company	Sony Imagesoft
Suggested Retail Price	Not Available
Release Date	October 1993
Memory Size	8 Megabits
Game Type	Movie action

Thanks to Sony, the Sylvester Stallone action thriller comes to the Super NES with much of the danger and excitement that made the movie a summer hit. The movie was truly a perfect match for a video game since it was all action, and the game does a good job of conveying the high adventure of the movie. Most of the fighting takes place in scrolling Double Dragon type stages. Gabe can pick up weapons plus use some cool martial arts moves. If you make it to a campfire, you'll refill your health meter. Other types of action include climbing cliffs and evading natural mountain dangers like avalanches. The unnatural dangers, like men shooting at you, are the main worry through the game's seven stages. Options include setting your number of lives to as many as seven and Continues up to five.

030000
GABE X3

024000
GABE X3

+ Cliffhanger has more variety of play than most scrolling fighting games. Some of the animation is quite good.

– The enemies don't exhibit much variety in their attacks or intelligence. The climbing sequences are limited and don't require any real skill.

MARIO IS MISSING

Company	Mindscape
Suggested Retail Price	$49.95
Release Date	September 1993
Memory Size	2 Megabits
Game Type	Edutainment

The basic game play of the Super NES version of Mario Is Missing has been adapted to the NES by Mindscape. In this learn-as-you-play product, Mario has been snatched by Bowser and Luigi must find him, somehow, somewhere. His search takes him all over the world to major cities where he must help the locals recover missing artifacts that have been stolen by Koopas. Having received clue messages from passersby, the player must correctly answer questions in order to return the artifacts to the missing historical sites. Most of your time will be spent exploring the cities to gather clues and artifacts.

MARIO IS MISSING!

+ The missing artifacts cover a broad range of historically important works of art and architecture from all cultures, not just Western civilization. A password feature lets you continue your progress at your own pace.

– Each street looks pretty much like every other street, resulting in possible confusion. The control functions are a bit awkward, especially for simple but necessary activities like talking to people. Not a traditional "Mario" game.

FLINTSTONES: SURPRISE AT DINOSAURS PEAK

Company	Taito
Suggested Retail Price	Not Available
Release Date	October 1993
Memory Size	3 Megabits
Game Type	Comic action

Fred and Barney must search for lost Pebbles and Bam bam in Taito's second NES Flintstones game. Switching between the two stone age neighbors allows you to progress through five areas to reach the Fire Dinosaur at the volcano. For prehistoric tips and tricks on their quest, look to the review in this issue of Power.

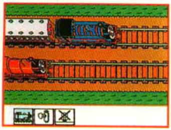
+ Good, but simple graphics and generally good play control. Fred and Barney each have special attributes.

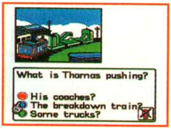
– The challenge level is on the easy side.

THOMAS THE TANK ENGINE

Company	T*HQ
Suggested Retail Price	$49.99
Release Date	October 1993
Memory Size	2 Megabits
Game Type	Edutainment

Thomas is a locomotive who lives in a world of speaking mechanical beings which include other locomotives, buses, and helicopters. As Thomas puffs around his track, the player encounters various puzzles, races, stories and quizzes all related to Thomas. For instance, at one whistlestop you might have to piece together a jigsaw puzzle depicting a scene of Thomas or his friends. In the next, you might race against another locomotive. All of the activities (except the races) have some learning value. The emphasis is on reading. Simple sentences and memory quizes help the beginning reader.





What is Thomas pushing?

His coaches?

The breakdown train?

Some trucks?

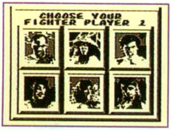
➕ A variety of simple learning activities for children. Good music, easy-to-learn controls.

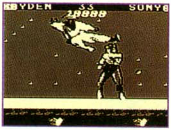
➖ Children must have some basic reading skills to get the full benefit of the program. The edutainment emphasis here should be on education. The game elements are very simple.

MORTAL KOMBAT

Company	Acclaim
Suggested Retail Price	$34.99
Release Date	September 1993
Memory Size	2 Megabits
Game Type	One or two-player stage fighting action

Mortal Kombat for Game Boy proves that you don't have to have sophisticated technology if you have strong game elements. The ultimate fighters in the world have gathered again to challenge each other in the Shaolin Tournament in this two-player, Game Linkable Pak. For the full picture, turn to the Power review in this issue.





➕ Although the graphics have been simplified for this Game Boy version, the essence of the Super NES and arcade games have been well-preserved.

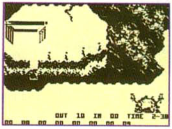
➖ The animation, not surprisingly, is considerably slower than the Super NES.

LEMMINGS

Company	Ocean
Suggested Retail Price	$29.95
Release Date	October 1993
Memory Size	1 Megabit
Game Type	Strategy action

The Lemmings craze has finally come to Game Boy and it's just as fun and involving as the NES and Super NES versions. If you haven't tried Lemmings yet, the basic idea is to guide a tribe of little folk called Lemmings through obstacle-ridden stages by assigning them skills. Diggers dig holes, Floaters jump safely off of cliffs, Blockers stop other Lemmings from going in a particular direction, etc. Take the leap and learn more about this miniature version of Lemmings in this month's review.

Lemmings
START
LEVEL
FUN



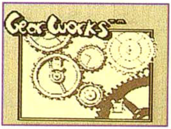
➕ Easy to control, good graphics and lots of game depth to keep Lemmings lovers heading for the cliffs. Passwords after every level.

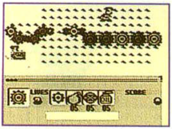
➖ Veteran Lemmings players may not find much challenge here as the puzzles seem quite similar to the puzzles in earlier games.

GEAR WORKS

Company	Sony Imagesoft
Suggested Retail Price	$29.95
Release Date	October 1993
Memory Size	1 Megabit
Game Type	Puzzle

If you've ever wondered what makes a clock tick, Gear Works from Sony may be the perfect game for you. Gear Works puts you in the place of a clockmaker who must connect a spinning gear wheel to a motionless wheel. Your means of doing this is to construct a linked series of gears. The computer gives you different sizes of gear wheels to place on a grid of spindles, which is where the challenge comes in because you often don't get the gear you need to make the next logical connection. The result is a sort of Rube Goldberg construction of gears, all of them being driven by the original gear wheel. With luck and skill you'll connect up the final wheel, then move on to a tougher clock.





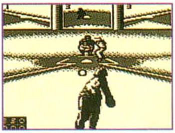
➕ A unique puzzle game for tinkerers.

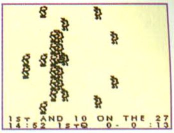
➖ A greater variety of gear sizes would give the game more depth.

SPORTS ILLUSTRATED FOOTBALL/BASEBALL

Company....................Malibu Games
Suggested Retail Price....................$32.99
Release Date....................October 1993
Memory Size....................4 Megabits
Game Type....................Football and baseball in one Game Pak

One or two players can slug it out in the old ballpark or run for glory on the grid iron in this Game Boy sports duo from Malibu Games, which is a new brand from T*HQ. This is an amazingly packed game. Each of the sports has both exhibition and tournament play. In the tournament mode, you'll choose a team and play a schedule of teams from real Major League and NFL cities. The password feature lets you continue your season. To get into the game, read this month's review.





+ Amazingly good voice and other realistic elements such as penalties in the football game and player stats in the baseball game.

− In the football game, the number of plays is very limited. Pitching control is limited on the baseball game.

SUPER NES TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
CLIFFHANGER	SONY IMAGESOFT	1P	3.2	2.8	3.0	3.0	ACTION
COOL SPOT	VIRGIN GAMES	2P-A	4.1	3.8	3.6	3.8	ACTION
DREAM TV	TRIFFIX	2P-S	3.2	2.2	2.8	3.0	ACTION
GP-1	ATLUS	2P-S/PASS	3.2	3.5	3.4	3.5	MOTORCYCLE RACING
HYPER V-BALL	MC O'RIVER	2P-S/PASS	3.2	3.0	2.7	2.5	VOLLEYBALL
LOCK ON	VIC TOKAI	1P	3.1	2.9	2.9	3.0	FLIGHT COMBAT
MORTAL KOMBAT	ACCLAIM	2P-S	4.1	3.6	3.8	3.8	STREET FIGHTING
PAC ATTACK	NAMCO	2P-S/PASS	3.2	3.1	3.3	3.3	ACTION PUZZLE
PLOK	TRADEWEST	1P/PASS	3.9	3.6	3.2	3.4	ACTION
THE REN & STIMPY SHOW: VEEDIOTS	T*HQ	1P	3.8	3.1	2.9	3.2	COMIC ACTION
SUPER BOMBERMAN	HUDSON SOFT	4P-S/PASS	3.1	3.6	3.5	3.7	ACTION
SUPER EMPIRE STRIKES BACK	JVC	1P/PASS	4.7	3.5	3.7	4.0	ACTION ADVENTURE

NES TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
THE FLINTSTONES: SURPRISE AT DINOSAURS PEAK	TAITO	1P	3.0	3.0	3.2	3.5	ACTION
MARIO IS MISSING	MINDSCAPE	1P/PASS	2.4	2.5	2.6	2.9	EDUTAINMENT
THOMAS THE TANK ENGINE	T*HQ	1P	2.8	2.8	2.0	3.0	EDUTAINMENT

GAME BOY TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
GEAR WORKS	SONY IMAGESOFT	1P	2.5	2.3	2.8	2.8	PUZZLE
LEMMINGS	OCEAN	2P-S/PASS	3.2	3.4	3.5	3.9	STRATEGY PUZZLE
MORTAL KOMBAT	ACCLAIM	2P-S/PASS	3.3	3.0	3.5	3.5	STREET FIGHTING

CHART KEY

You can get the most out of your game chart by understanding the categories. Title, Company and game type are self explanatory. Use this Key to understand Play info and the valuable Power Meter ratings.

PLAY INFO

Games are made to be played with as many as eight players. Some also employ a battery or password to save game play data.

#P = NUMBER OF PLAYERS
S = SIMULTANEOUS
A = ALTERNATING
BATT = BATTERY
PASS = PASSWORD

POWER METER

The Pros at Nintendo HQ rate each new game. Ratings are from 1 (poor) to 5 (excellent) in four different categories.

G = GRAPHICS AND SOUND
P = PLAY CONTROL
C = CHALLENGE
T = THEME AND FUN

POWER PLAYER'S CHALLENGE

Hurry, hurry, hurry! Send in your best times and scores. Grab that Controller and start playing, because if you don't play, you can't get the best scores. Take a photo of your greatest achievement and send it in! If you can think of a challenge of your own, send it to us and we'll check it out, as well.

CHALLENGE

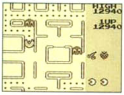
SUPER STAR WARS

What is your top Finishing Score?

Defeat the Empire, then send us your score!

PAC-MAN

How many levels does it take you to reach 50,000 points?



Send us a photo of the game screen when you get the score!

DR. MARIO

What is your best score on a One-Player Game?

Dr.MARIO
TOP
SCORE
LEVEL
SPEED
VIRUS

Get rid of those pesky viruses as quickly as you can.

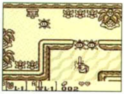
U.N. SQUADRON

What is the lowest score you have had after beating the First Boss?

Take your photo right after you have defeated the boss.

THE LEGEND OF ZELDA: LINK'S AWAKENING

What is the fewest number of lives you've used after waking the Wind Fish?



Grab your shield and sword and let the quest begin!

SOLAR JETMAN

How much money can you collect on the first planet?

Take a photo of the game before you leave the planet.

NIGEL MANSELL'S WORLD CHAMPIONSHIP

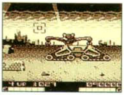
What is your best time on the Belgium Track?

SPA FRANCORCHAMPS
BELGIUM

The race is only four laps, but the driving is rough!

T2: THE ARCADE GAME

What is the highest score you can get at the end of the First Stage?



Try to shoot all of the Flying HKs in the background for extra points!

JURASSIC PARK

How big a score can you rack up during your escape from the park?

Watch out! These are some terrible lizards.

POWER PLAYERS

STAR FOX

Highest Score

Justin Massoud Bloomingdale, NS	68,700
Jose Rodriquez Philadelphia, PA	68,700

SUPER MARIO KART

Fastest Times on Donut Plains 1

Shawn McNamara Westfield, NJ	1:18:80
Patrick Goodwin Fairfax, VA	1:21:20
David Milek Holland, TX	1:24:77
Matt Zartman Springfield, OH	1:26:22
Joyce Schwarz Madison, WI	1:27:24
Jared Roscoe Westerville, OH	1:27:44
Tim Lucking Hugo, MN	1:27:48

WORDTRIS

Best Scores

Diane Rasmussen Chino Hills, CA	112,128
Scott Aklyoshi Prunedale, CA	109,999

F-1 RACE

Best lap time on Course 1

Glen Parker New Port Richey, FL	37:91
Jason Naylor Dinuba, CA	38:00
Robert Bixby Sr. Bernard, ME	38:25
Jason Jedd Depew, NY	38:30
Jacob DeMoss Dundee, MI	38:35

METROID II: RETURN OF SAMUS

Shortest time to finish the game

Mitch Weinman Neligh, NE	1:41
Andy Semple Waverley, NS	1:43
Adam Schaible Nazareth, PA	1:51
Jason Cooney Baltimore, MD	1:54
Charlie Lumpkins Bloomsburg, PA	1:56

SIMEARTH

Shortest time to Nanotech Age

Josh Lytle Bellevue, WA	7.5 Million Years

DR. MARIO

Highest Scores

Jennifer Seiden Roscoe, NY	1,240,500
Katie Gabrie Massillon, OH	1,019,100
Emily Smith Upper Darby, PA	987,300

F-ZERO

Fastest times on Mute City 1

Travis Cox Richmond, IN	1:53:46
Omar Lomeli Fresno, CA	1:53:46
Chris Staggs Chinkaloon, AK	1:54:82
Joey Rispoli Honolulu, HI	1:55:47

DESERT STRIKE

Highest score on Mission 1

James Schneider Jackson, MI	889,700
Richard Knueger Sheboygan, WI	889,200
Allan Reid Chicopee, MA	885,700
Frank Mento Bethlehem, PA	882,200
Adam Karnes Jr. Groton, CT	878,700

I CAN BEAT THAT SCORE!

Send us your name and address with a photo of your accomplishment! To take a photo of a NES or Super NES game, use a 35mm camera without a flash. Turn out the lights in the room, hold the camera steady and shoot your best shot! To take a Game Boy photo, place your Game Boy onto a flat surface, then take your photo using natural light. Make sure the system is included in your photo. Nintendo is not responsible for lost or late mail. All scores printed are decided by the Nintendo Power staff. All decisions are final.

Send to →

NINTENDO POWER PLAYER'S CHALLENGE
P.O. Box 97033
Redmond, WA. 98073-9733

NINTENDO POWER

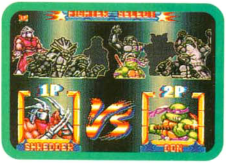
PAK WATCH

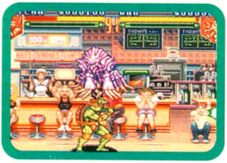
A LOOK INTO THE GAMES OF THE FUTURE

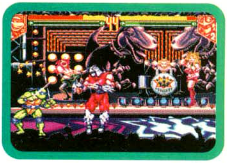
TMNT TOURNAMENT FIGHTERS

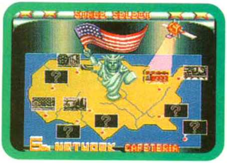
KONAMI

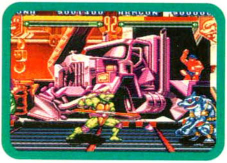
Konami's entry into the crowded world of one-on-one combat games looks like a winner to this Pak Watcher for four reasons. First, it's got the tougher, streetwise Turtles of the first comic series. Second, excellent graphics and sharp play control make the game exciting. Third, it includes four fighting modes for one and two-player action variety, and fourth, it has characters never before seen in a Turtles game. This Pak Puncher was particularly impressed with the variety of the game. Each character has the standard punching, kicking and jumping moves and special attacks found in most street fighting type games, but the Turtles also have their own Ultra Desperation Moves. The UDM meter fills up a little bit with each hit. When it's full, you can use an Ultra Desperation Move like Karai's Stroboflash. Just as cool as the UDMs are the many characters you can use in your tournament or VS. battle. Some of the characters will be familiar to players of earlier Turtles' games, but some of the ten choices are new. Armaggon, Mara, Chrome Dome, War, Cyber Shredder, and the Rat King among others add lots of wild moves for you to master. Many of these characters have weapons, as do the four Turtles. If you don't have a second player handy, you can still play Tournament Mode, Story Mode, and Spectator Mode. Not only is Tournament Fighter coming out for the Super NES, but also for the NES. Look for both Turtles games by the end of the year.

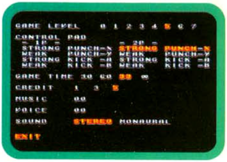












```
GAME LEVEL    0 1 2 3 4 5 6 7
CONTROL PAD
 = 1P =           = 2P =
  STRONG PUNCH-X STRONG PUNCH-X
  WEAK   PUNCH-Y WEAK   PUNCH-Y
  STRONG KICK -A STRONG KICK -A
  WEAK   KICK -B WEAK   KICK -B
GAME TIME 30 60 99 ∞
CREDIT     1  3  5
MUSIC      00
VOICE      00
SOUND      STEREO MONAURAL
EXIT
```

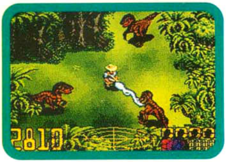
JURASSIC PARK

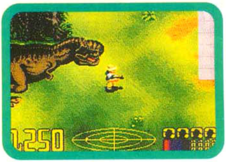
OCEAN

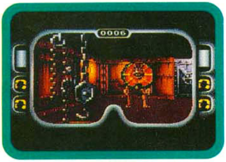
On a recent trip to the Silicon Valley, your mobile Pak Reporter popped in on the Jurassic Park development team at Ocean to see how the much-anticipated game was coming along. After more than a year and almost 20,000 man hours of development, the Super NES adaptation of Michael Chricton's dino-thriller was looking sharp. Mark Rogers, who is in charge of JP development at Ocean, and his team of talented programmers from the U.K., have been working non-stop since arriving in California.

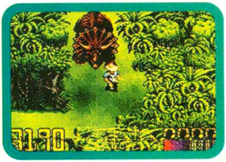
The game itself has two distinct types of play. The overhead view allows you to explore the exterior areas of the island while avoiding dinosaurs. Here, new graphics of the dinosaurs have just been added, and they're the best videosaurs to date. Game play inside the buildings is a whole other story. Ocean is using impressive Mode 7 effects to scale and rotate both rooms and sprites in these areas. Only recently have the bit-mapped surface been added to the walls of the rooms, and the effect is stunning. Just as impressive is the sprite-scaling technique used to make the dinosaurs move in a 3-D world. The only other game that accomplishes this technical feat is Super Empire Strikes Back. Upon first seeing one of these stages, an engineer at Nintendo asked if it was a CD image.

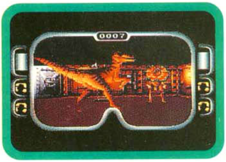
State-of-the-art graphics technology is only one of the impressive elements of this game. The sound engineering also goes where no Pak has gone before with realistic stereo imaging and Dolby Surround Sound using actual sound effects (dino roars) from the movie. Jonathan Dunn, the sound engineer on the project, has developed a new method for downloading music and sound effects during game play so that music changes as you explore the vast 256 screen exterior world of the island. As for the game itself, expect a journey that recreates many of the elements of the movie. This is not a mindless platform game in which you are chased by dinosaurs, nor do you become a mindless dinosaur with a taste for scientists. Some of the missions you must undertake include restoring power to the park, securing the Visitor Center and making radio contact with the mainland. The dinosaurs that are roaming loose all over the island exhibit the same traits that they did in the movie. For instance, Velociraptors will try to trap you with cunning and speed. Each of the different species has its own behavioral characteristics. The best news of all is that this 16 megabit game should be appearing in stores very soon.







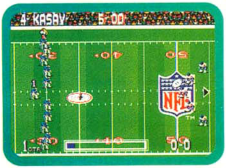


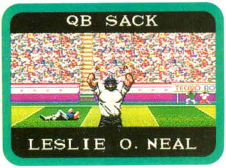


SUPER TECMO BOWL

TECMO

Tecmo has gone back to the well to pull out a Super NES version of its top-selling Tecmo Super Bowl for the NES. In this big brother version, you'll find all 28 NFL teams and full season options including two-player-tournaments, coaching options and a playoff mode. Other refinements include a battery save feature and animated instant replays. Look for this much-anticipated game to reach the stores very soon.

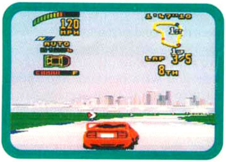


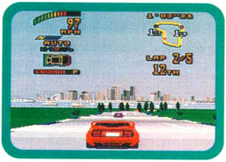


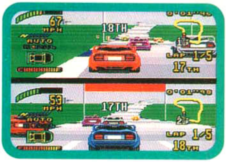
TOP GEAR 2

KEMCO

The finished version of Top Gear 2 just flashed past the Pak Watch desk, but we got enough of a glimpse to gasp with appreciation. Graphically, Top Gear 2 may be the most impressive racing game around, due mainly to the variety and topography of the tracks. The international circuit takes you to famous locations like Ayers Rock in Australia and Loch Ness in Scotland. The conditions can vary from bright sunshine to the dead of night or even a thick fog, which conceals Nessie from view in the Loch Ness race. As with the original Top Gear, two players can go head-to-head in a split-screen challenge. One of the coolest things they'll encounter are the hills. We're not talking the wimpy inclines found on previous racing titles, but real slalom and avalanche slopes! Not only that, many courses have jumps, tunnels and other features to keep drivers concentrating. Look for Top Gear 2 to motor into the stores later this fall.



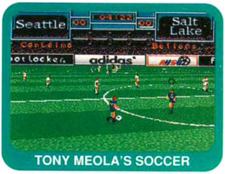




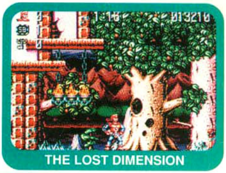
TONY MEOLA'S SIDEKICK SOCCER

ELECTRO BRAIN

Tony Meola may not be too well-known, but that may change by the end of the 1994 World Cup that will take place here in the U.S. Tony leads Team USA on the quest for the Cup, and they may actually have a chance for once. You'll also have that chance if you play Electro Brain's new Super NES soccer game.This is another Sculptured Software original, and it has all the playability of Sculptured's other games like NCAA Basketball and Boxing Legends of the Ring. The international flavor of this game can be seen in its four divisions of eight teams: Europe, USA West, USA East and Latin America. The action on the field is similar to NCAA Basketball with a rotating Mode 7 view from just behind and above the player controlling the ball. Safe passing lanes are indicated by green dots above the heads of players. This is video soccer at its finest. Other titles due out by the end of the year from EB include Asterix, a comic action game starring a loveable barbarian, The Lost Dimension: Jim Powers in 3D (the first 3-D glasses adventure for the Super NES) and two Game Boy titles, The Adventures of Pinocchio and Metal Masters.



TONY MEOLA'S SOCCER

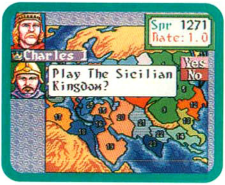


THE LOST DIMENSION

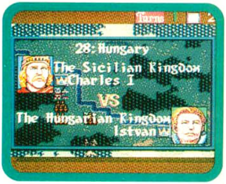
GENGHIS KHAN II

KOEI

Koeis's Genghis Khan II recreates some of the most dramatic events in history.Your Pak Historian waded into this epic only to discover that it could take years to play. As any of six world leaders in the 13th Century, you will seek to create the worlds greatest empire through war, diplomacy and other means. Good graphics and music don't disguise the RPG complexities of this vast campaign.

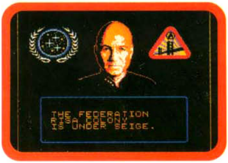


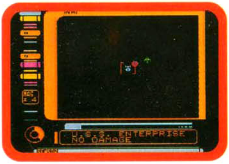
Play The Sicilian Kingdom?

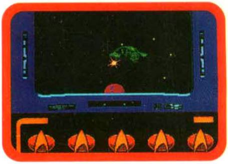


STAR TREK: THE NEXT GENERATION **ABSOLUTE**

Pak Watch recently turned its focus on Captain Picard and the crew of the starship Enterprise. Absolute's NES version of the game is very similar to the Game Boy version previously reviewed in Nintendo Power, but the larger graphics make a big difference in playability. As in the Game Boy game, this Next Generation puts you in control of the ship's major systems such as weapons, transporter, engineering, navigation etc. through the command consoles of the show's favorite characters. The game closely resembles the show in other ways, too. On one hundred missions, you'll take the Enterprise into battle and diplomacy around the galaxy. Rescue colonists, beam up ambassadors, blast Ferengi and all the sorts of things you would actually do aboard the Enterprise except for using the coolest part, the holodeck.

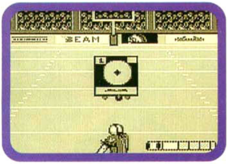

THE FEDERATION
RISA COLONY
IS UNDER SEIGE.

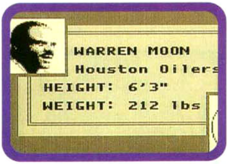

U.S.S. ENTERPRISE
NO DAMAGE

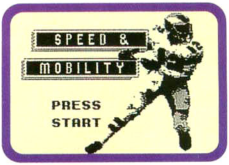


NFL QUARTERBACK CLUB **LJN**

This may be the closest most of us will ever get to the rarified world of NFL quarterbacks. Actually, this LJN game is closer to an NFL scouting combine in which the players show off their talent. After choosing one of 13 top NFL quarterbacks, you can compete in four skill events including an Accuracy competition, Speed and Mobility drills, Distance (throwing) competition and a Read and Recognition event. Compete in a tournament or single events. There's also a two-player mode. The Super NES version of NFL Quarterback Club will also have on-the-field action in addition to the quarterback skill competitions. Super NES quarterbacks can be switched to any team. Look for both games by the end of the year.

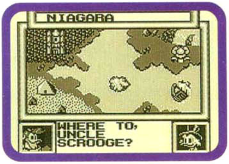



WARREN MOON
Houston Oilers
HEIGHT: 6'3"
WEIGHT: 212 lbs

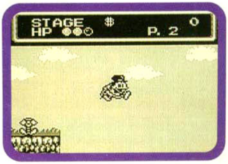


DUCK TALES 2 **CAPCOM**

Whereas your Pak Watch reviewers are always greedy for new games, they can't match the avarice of Uncle Scrooge of Duck Tales fame. Capcom's new Duck Tales 2 for Game Boy may be virtually the same game as the NES title, but it's fun and full of surprises for players who haven't played the NES game.The treasure hunt this time takes Uncle Scrooge to Scotland, Bermuda, Egpyt, Niagara Falls, and the lost continent of Mu. Scrooge pogo bounces on his golfclub and manipulates all sorts of items from cannons to levers. Scrooge's nephews and other Duck Tales characters pop up from time to time to give the old quack useful advice.



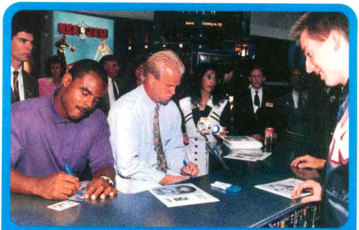
WHERE TO,
UNCLE
SCROOGE?



PAK WATCH UPDATE

The biggest announcement of the year hit the video game industry recently when **Nintendo** announced the development of an advanced **64-Bit video game system with Silicon Graphics**—maker of the world's best 3-D computer graphics work stations. The new system is scheduled for release in late 1995, but an arcade system featuring the new technology will appear in 1994. The new video game machine, currently called "**Project Reality**," makes use of Silicon Graphics' advanced MIPS RISC microprocessor which runs at more than 100 MHz and will be compatible with HDTV. Silicon Graphics work stations are best known for their use in the creation of superior **3-D animation** such as the movie dinosaurs in Jurassic Park and the morph animation in T2. The exclusive agreement between Nintendo and Silicon Graphics will result in a system whose cost should be below the $250.00 level. Games for the new video game system will make use of **3-D virtual environments** through which players can move in real time and at incredible speeds. Short of plugging your brain into the computer, this will be the closest thing to being inside the box.

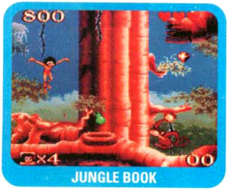
Acclaim has turned its sporting eye to football with the upcoming **NFL Quarterback Club for the Super NES**. Ten of the top NFL quarterbacks compete in games and in QB drills. Warren Moon and Boomer Esiason both showed up last summer at CES in Chicago to promote the game. The **16-Megabit** game should be available this December. Acclaim is also coming out with a new wireless Super NES Controller, the **Dual Turbo**. This Pak Watcher has been trying it out for the last month and can safely say that it works great, has a wide range and doesn't gobble up batteries. The controller also lets you select Player 1 or Player 2, Turbo speed and Slow Motion.



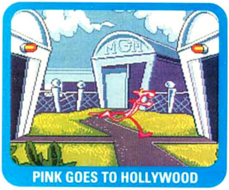
NFL QUARTERBACKS

Virgin's Jungle Book appeared at the Pak Watch desk recently in a 50% completed form. Your Pak Python couldn't play much at this early stage, but trust in me, it looked great. One question Pak Watch posed to the Virgin producer was, what about Baloo? Apparently, the bear necessities of programming kept Baloo in a supporting role from which he appears from time to time with useful tidbits. Virgin is also hard at work on **Robocop Vs. Terminator** and **Young Merlin**. Robo Vs. Term includes mass weaponry and a cool Mode 7 driving stage while Young Merlin is an overhead adventure.

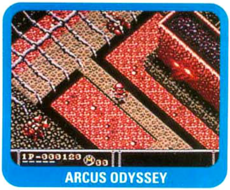
Captain America from Mindscape includes many of



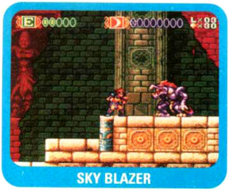
JUNGLE BOOK



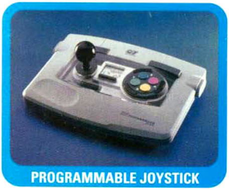
PINK GOES TO HOLLYWOOD

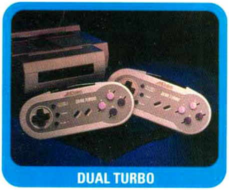


ARCUS ODYSSEY



SKY BLAZER

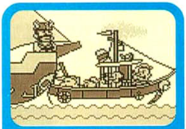

PROGRAMMABLE JOYSTICK


DUAL TURBO

the elements from the comic book series including sound effect balloons during fights and comic book scenes between stages. Mindscape also dropped off a copy of **Championship Pool** and **Super Battleship**. The Pool game features great graphics and a championship lineup of options. Super Battleship combines the traditional board game with an action strategy game featuring multiple scenarios of naval engagements in which you control one or more ships in a limited theater of operations. All three games should be out within the next few months.

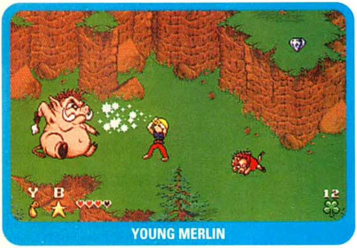
Several months ago Pak Watch showed you some early developmental work on **Pink Goes To Hollywood** from **TecMagik**. Now that game is nearly ready for retail. Your Pink Pak Watcher was impressed by the graphics and options, including a great bag of tricks with such fun items as Magic Carpets and Instant Stairs. **Andre Agassi Tennis** is also due soon from the TecMagicians and next year we'll take a look at their Steven Segal title.

Other games that recently arrived at the Pak Watch desk were **Absolute's Redline F-1**, **Arcus Odyssey** from **Renovation**, **Skyblazer** from **Sony Imagesoft**, **Popeye 2** from **Activision** for Game Boy and Nintendo's **Tetris 2** for the NES. Also coming soon for the NES is **Asterix** from **Electro Brain**. This platform game introduces a popular European cartoon character, Asterix the Gaul, to an American audience. Asterix is a comical little guy who will appear on all three Nintendo systems.



POPEYE 2

STD Entertainment has two new controllers: the **ProgramPad** and **Programmable Joystick**. Both controllers have 29 preprogrammed moves from Street Fighter II plus the ability to custom save your own moves for other games. They also feature auto-fire, variable slow-mo, and LCD screens. The Joystick even includes a battery back up to store games in its own memory.



YOUNG MERLIN

FUTURE GAMES
FOR THE

SUPER NES

Name	Approximate Release
ActRaiser 2	Fall '93
Aero The Acrobat	Fall '93
Aladdin	Fall '93
Beauty And The Beast	Fall '93
Bugs Bunny: Rabbit Rampage	Winter '94
Captain America	Fall '93
Championship Pool	Fall '93
Clay Fighters	Fall '93
Cliffhanger	Fall '93
Daffey Duck: The Marvin Missions	Fall '93
Incredible Crash Dummies	Fall '93
Inspector Gadget	Fall '93
Jungle Book	Winter '94
Jurassic Park	Fall '93
The Lawnmower Man	Fall '93
Lord of the Rings	Fall '93
Mega Man X	Fall '93
Metal Kombat-Falcon's Revenge	Fall '93
MVP Football	Fall '93
NFL Quarterback Club	Fall '93
NHL Stanley Cup	Fall '93
Obitus	Fall '93
Pink Goes to Hollywood	Fall '93
Railroad Tycoon	Fall '93
Rocky Rodent	Fall '93
Secret Of Mana	Fall '93
SimAnt	Fall '93
Star Trek: The Next Generation	Fall '93
Super Battleship	Fall '93
Super Tecmo Bowl	Fall '93
T2: Judgment Day	Fall '93
TMNT Tournament Fighter	Fall '93
Top Gear 2	Fall '93
World Heroes	Fall '93
Yoshi's Safari	Fall '93

GAME BOY

Batman: The Animated Series	Fall '93
Ducktales 2	Fall '93
Final Fantasy Legend III	Fall '93
Mega Man IV	Fall '93
NFL Quarterback Club	Fall '93
Tetris 2	Fall '93
Tiny Toon Adventures 2	Fall '93
TMNT 3	Fall '93
Ultima: Runes of Virtue II	Fall '93

NES

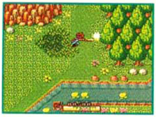
Mega Man VI	Fall '93
Star Trek: The Next Generation	Fall '93
Tetris 2	Fall '93
TMNT Tournament Fighter	Fall '93
Wayne's World	Fall '93

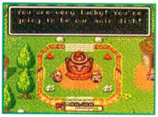
NEXT ISSUE

COMING NEXT MONTH IN VOLUME 54

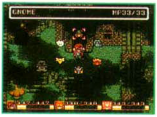
THE SECRET OF MANA

A young boy finds a sword one day and is suddenly thrust into the adventure of a lifetime. Check out all the action in this Zelda-like action adventure game.



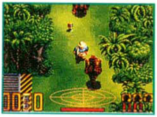


You are very lucky! You're going to be our main dish!

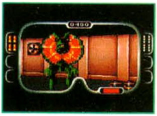


JURASSIC PARK

The Velociraptors have escaped from the compound at Jurassic Park. You must use your speed and agility to hunt down these killers before they make it off the island.

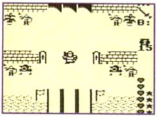


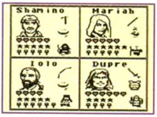
JURASSIC PARK
UNIVERSAL
AMBLIN ENTERTAINMENT

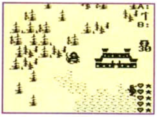


ULTIMA: RUNES OF VIRTUE 2

Once again the Black Knight is causing turmoil in the Land of Britannia. Lord British sends you out to subdue him in this fun new Ultima sequel.

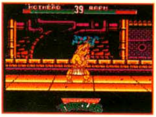


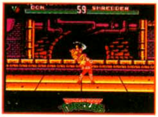




TMNT: TOURNAMENT FIGHTING

The four toughest turtles around are coming to the NES in a street fighting game of their own. Take on all the bad guys in a one-on-one fight in this great game from Konami!





BACK ISSUES

These Nintendo Power issues are available individually. Add them to your collection! They contain these exciting reviews:

Volume 45 (Feb. '93): Cybernator, Pugsley's Scavenger Hunt, Wing Commander, Jeopardy (Super NES), Aerobiz, Zen Intergalactic Ninja, Bomberman II, Eon Man, Darkwing Duck (Game Boy), Alien^3 (Game Boy), The Ren & Stimpy Show, Rampart (Game Boy), The Little Mermaid (Game Boy).
Volume 46 (Mar. '93): Star Fox, Super Strike Eagle, Super Conflict, Wayne's World, Tiny Toon Adventures: Buster Busts Loose, King Arthur's World, Adventure Island 2 (Game Boy), Milon's Secret Castle (Game Boy), Krusty's Fun House (Game Boy), The Empire Strikes Back (Game Boy), Alien^3 (NES), Dragon Warrior IV, Mickey's Safari in Letterland, Widget.
Volume 47 (Apr. '93): Star Fox, Mech Warrior, Pocky & Rocky, SimEarth, Congo's Caper, Super Black Bass, Super NES Fighting Games, Kid Dracula, Joe & Mac (Game Boy), Top Rank Tennis, The New Chessmaster, DuckTales 2, Yoshi's Cookie, Kid Klown in Night Mayor World.
Volume 48 (May '93): The Lost Vikings, Shadowrun, Batman Returns, The Legend of Zelda: Link's Awakening, Zen Intergalactic Ninja (Game Boy), Ring Rage, Great Greed, Kirby's Adventure, Incredible Crash Dummies (NES), Super Turrican.
Volume 49 (June '93): B.O.B., Taz-mania, Super Casino Games, Yoshi's Cookie, Battletoads in Battlemaniacs, Battletoads in Ragnarok's World, Bubble Bobble 2 (Game Boy), Titus the Fox, Raging Fighter, Battletoads and Double Dragon, Fire 'n Ice.
Volume 50 (July '93): WWF Royal Rumble, Run Saber, E.V.O. The Search for Eden, Edutainment Games, Bubsy in Claws Encounters of the Furred Kind, The Legend of Zelda: Link's Awakening, Gargoyle's Quest II (Game Boy), T2: The Arcade Game, The Addams Family—Pugsley's Scavenger Hunt (NES), Mighty Final Fight, Bubble Bobble 2 (NES).
Volume 51 (Aug. '93): Street Fighter II Turbo, Zombies Ate My Neighbors, Alien^3 (Super NES), Goof Troop, Nigel Mansell's World Championship, Speedy Gonzalez, Star Trek: The Next Generation, 4-in-1 Funpak Vol. II, Jurassic Park (NES), King's Quest V.
Volume 52 (Sept. '93): Final Fight 2, The Seventh Saga, Super Mario All-Stars, Rock 'N Roll Racing, Family Feud, Final Fantasy Legend III, Felix the Cat (Game Boy), Pinball Dreams, Indiana Jones & The Last Crusade, Cartoon Workshop.

SPECIAL OFFERS

Issues from our first three years are available only in special collector's sets. You won't find these extremely helpful issues at newsstands!

Super Mario Bros. 2
Ninja Gaiden
Castlevania II-Simon's Quest
Zelda II-The Adventure of Link
TMNT

Volumes 1 through 6 featuring classic games are included in the First Year Set.

Mega Man II
Dragon Warrior
Super Mario Bros. 3
Tetris
Batman
Final Fantasy

Six of the most popular NES games of all time are featured in Volumes 7 through 12.

Super Mario Bros. 3
Rescue Rangers
Ninja Gaiden II
Maniac Mansion
Final Fantasy
Dr. Mario
4-Player Extra

The Third Year Set (Vols. 13-19) carries on the Nintendo Power tradition of reviewing the very best games. It also includes our four popular Strategy Guide issues!

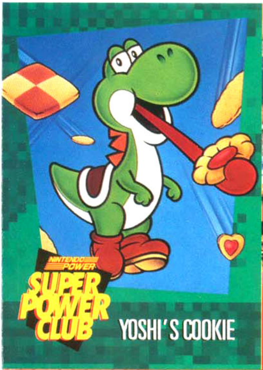
TIP BOOKS:

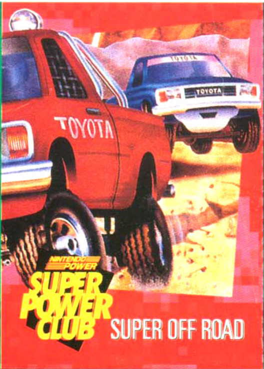
The Legend of Zelda: Tips and Tactics
How to Win at Super Mario Bros.

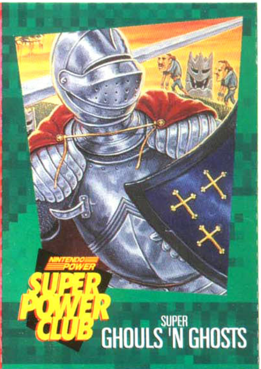
Use the Back Issue/Tip Book Order Form in this issue to order past Nintendo Power issues and books, or call our Consumer Service department at 1-800-255-3700 to order them by phone with VISA or MasterCard.

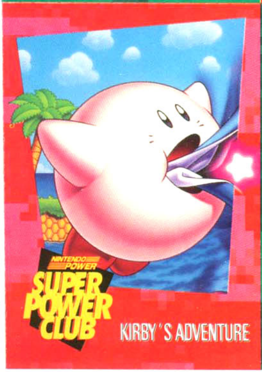
NINTENDO POWER SUPER POWER CLUB

POWER CHALLENGE TRADING CARDS


NINTENDO POWER
SUPER POWER CLUB
YOSHI'S COOKIE


TOYOTA
TOYOTA
NINTENDO POWER
SUPER POWER CLUB
SUPER OFF ROAD


NINTENDO POWER
SUPER POWER CLUB
SUPER GHOULS 'N GHOSTS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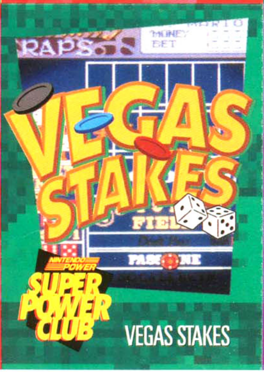
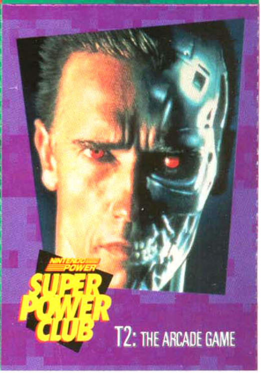
SUPER POWER CLUB
KIRBY'S ADVENTURE


RAPS
MONEY
BET
VEGAS STAKES
FIEL
PASS LINE
NINTENDO POWER
SUPER POWER CLUB
VEGAS STAKES


NINTENDO POWER
SUPER POWER CLUB
T2: THE ARCADE GAME

POWER CHALLENGE TRADING CARDS

POWER CARD #15

SUPER GHOULS 'N GHOSTS®

DESCRIPTION *Get ready for super graphics and music in this great ghost-hunting adventure! As brave Arthur, you can use seven different weapons against the hordes of the ruthless Red Emperor!*

CHALLENGE *Use the Stage Select code to get to Level 7 and beat the two bosses using-*

Novice: *The lance*

Intermediate: *The tri-blade*

Pro: *The torch*

SYSTEM: *Super NES*
GAME TYPE: *Action*
# OF *1*
PLAYERS: *11/91*
RELEASED: *Capcom*

© 1991 Capcom U.S.A., Inc.

POWER CARD #71

SUPER OFF ROAD™

DESCRIPTION *It's every man for himself in this rough and tumble 4 x 4 racing simulation! Drive your souped-up truck around a dirt track, jumping ditches and shoving your opponents into the wall, all the while trying to pick up some quick cash to buy better shocks, tires, and engines!*

CHALLENGE *Try to beat the gray truck using no more than-*

Novice: *4 Nitros*

Intermediate: *2 Nitros*

Pro: *0 Nitros*

SYSTEM: *NES*
GAME TYPE: *Driving*
# OF PLAYERS: *4*
RELEASED: *4/90*
COMPANY: *Tradewest*

© 1989 The Leland Corp.

POWER CARD #84

YOSHI'S COOKIE™

DESCRIPTION *There's chaos at the cookie factory! Try to keep the cookies together and get them off the screen as quickly as you can. It's great fun for two players as well. Can you fill the Cookie Orders before your opponent does?!*

CHALLENGE *Score more than 6,500 points on these speed and level settings:*

Novice: *Speed low, round five, beat score before stage six*
Intermediate: *Speed medium, round three, beat score on stage one*
Pro: *Speed high, round seven, beat score before stage four*

SYSTEM: *Super NES*
GAME TYPE: *Puzzle*
# OF PLAYERS: *2*
RELEASED: *6/93*
COMPANY: *Bullet Proof Software*

™ Nintendo © 1993 BPS © 1992, 1993 Nintendo

POWER CARD #87

T2: THE ARCADE GAME™

DESCRIPTION *It is July 11, 2029 and you must attack and destroy the Skynet System in order to get on to your main objective: Destroy Cyberdine Systems and stop a nuclear war. The fate of the world rests in your hands – can you do it?!*

CHALLENGE *How high can you score in the First Stage?*

Novice: *125,000*

Intermediate: *175,000*

Pro: *200,000*

SYSTEM: *Game Boy*
GAME TYPE: *Movie Action*
# OF PLAYERS: *1*
RELEASED: *11/92*
COMPANY: *LJN*

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POWER CARD #82

VEGAS STAKES™

DESCRIPTION *Do you feel lucky? Try your hand at all the games that make casinos exciting and fun! Slots, craps, roulette, poker, and blackjack are the names, making money is the game. Can you win enough money to get invited to the exclusive Laurel Palace?*

CHALLENGE *Try to make $100,000 playing only:*

Novice: *Poker at the Golden Paradise*

Intermediate: *Blackjack at the Hideaway*

Pro: *Slots at the Buffalo Head*

SYSTEM: *Super NES*
GAME TYPE: *Casino*
# OF PLAYERS: *2*
RELEASED: *5/93*
COMPANY: *Nintendo*

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POWER CARD #75

KIRBY'S ADVENTURE™

DESCRIPTION *There's trouble in Dream Land! King Dedede has taken the Star Rod from the Dream Spring and given the pieces to his seven best friends. It is up to you to use Kirby's unique powers to get all the pieces back. Will happiness return to Dream Land?*

CHALLENGE *Can you make it to Grape Garden without:*

Novice: *Defeating any enemies, except for the bosses*
Intermediate: *Using any captured enemy attacks*

Pro: *Using any normal attacks*

SYSTEM: *NES*
GAME TYPE: *Comic Action*
# OF PLAYERS: *1*
RELEASED: *6/93*
COMPANY: *Nintendo*

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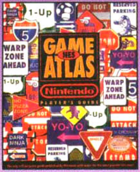
Nintendo

PLAYER'S GUIDES

Is Your Collection Complete?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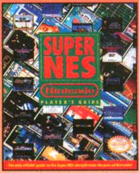
SUPER NES
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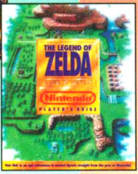
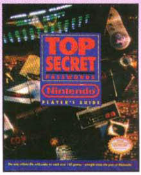

THE LEGEND OF ZELDA
Nintendo
PLAYER'S GUIDE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PASSWORDS
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MARIO PAINT
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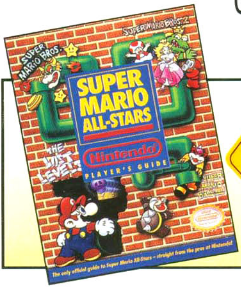
PLAYER'S GUIDE

Nintendo Player's Guides are packed full of information about all of your favorite Super NES, Game Boy and NES games!


SUPER MARIO BROS.
SUPER MARIO BROS. 2
SUPER MARIO ALL-STARS
Nintendo
PLAYER'S GUIDE

PLAYER'S
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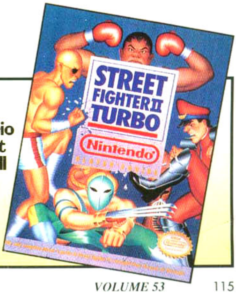
AHEAD

Nintendo Player's Guides for Super Mario All-Stars and Street Fighter II Turbo will be available next month. Be on the lookout for them!


STREET FIGHTER II TURBO
Nintendo

WAY COOL

Super colors beat the competition.

Way more.

Power graphics drive excitement.

Way beyond.

Mega titles grab the gamers.

Way preferred.

Super NES. The only way to be.

Way Cool.

Nintendo®